OLD FORUM SCRAPE VOL II

[ED1] Number of Spells (x)

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[ED1] Number of Spells (x)

by **gryphon410** » Sun Mar 25, 2012 6:32 pm

When a Horror or other creature with Spellcasting has "Number of Spells (x)" in their description, how does this work with threaded spells? Can the creature weave/cast/weave/cast in one turn, using the Spellcasting step for Threadweaving and then the Spellcasting step for actual casting? Or is it more like the creature can either weave/cast in one turn (when a thread is required) OR cast/cast for two spells that don't require threads?

I can't seem to find any examples other than in the Dragons' book which says that a Dragon can sacrifice one of the numbers to perform an extra standard action, which leads me to believe a dragon could then either weave/cast or cast/cast depending on spell/threads and circumstance in the same round, but couldn't weave/cast/weave/cast in the same round. Anyway, just wondering if I should take the same assumption approach with other creatures/horrors as well?

Prime example is the Mist from "Mists of Betrayal". His "Number of Spells" says (2) and I couldn't figure out if this allowed him to cast Ice Bolt twice in one turn or just weave the thread and then cast in the same turn or what exactly.

Thanks in advance for the help on this one.

-Gryphon

gryphon410

Posts: 4
Joined: Sun Mar 25, 2012 6:15 pm
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Re: [ED1] Number of Spells (x)

by **Mataxes** » Sun Mar 25, 2012 6:47 pm

The way I run it (which I think is the 'correct' way but I'm not 100% sure), each spell action can be used for Thread Weaving/Spellcasting. Horrors (and dragons) need to weave threads for spells the same way adepts do, they just don't need matrices to do it.

So for your example, the Mist can cast a one thread spell every round (as opposed to every other). One spell action to weave the thread, the second to cast the spell (assuming the thread was woven successfully).
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
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Re: [ED1] Number of Spells (x)

by **gryphon410** » Sun Mar 25, 2012 6:49 pm

Ok, that's the way I was playing it, I just wasn't sure. In the rules it says that the # represents the number of spells that creature can cast per round, which made sense until the spells required threadweaving.

gryphon410

Posts: 4
Joined: Sun Mar 25, 2012 6:15 pm
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Re: [ED1] Number of Spells (x)

by **Anunnaki** » Sun Mar 25, 2012 11:38 pm

Hiya,

Sorry. It's been a while since I've played ED1.

The creature may use one of its "number of spells" to weave spell threads (it's there on p.286, ED1 Rulebook). So you and Mataxes is correct (and the Thread Weaving/Casting example is correct).

PS: I've edited this Topic to note that it's ED1, not ED3. Just an FYI -- if possible, please try to include a pointer that indicates it's a non-ED3 question, just to help avoid confusion. No problem with answering questions for earlier editions where they can be answered!

Kind regards, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message

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Re: [ED1] Number of Spells (x)

by **gryphon410** » Sun Mar 25, 2012 11:59 pm

The question WAS in regards to ED3. I was just using the Dragons to book as the reference point for the only thing I could find to support any thoughts on what to do, and Mists of Betrayal only because I was running the adventure last night. I'd love to see where the reference is in ED3.

-Gryphon

gryphon410

Posts: 4
Joined: Sun Mar 25, 2012 6:15 pm
- Private message

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Re: [ED1] Number of Spells (x)

by **Anunnaki** » Mon Mar 26, 2012 9:09 am

Hi Gryphon,

Actions work differently for creatures in ED3 (the syntax "Number of Attacks" and "Number of Spells" were used in ED1 and ED2 -- the latter from Living Room Games). The Dragons book was published by Living Room Games, though there was a free version release by FASA back in the day.

I apologize if you think I was nitpicking, but from the question you asked in your OP, you were talking about older products and the older syntax.

ED3 just uses Number of Actions, which work as discussed above for creatures with more than 1 action (they can weave, then cast if they have multiple actions). Just different syntax.

Regards, James
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Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message

- Website

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Re: [ED1] Number of Spells (x)

by **gryphon410** » Mon Mar 26, 2012 10:55 am

Good grief, now I feel retarded. This whole time I was looking up supporting information on the # of Spells vs # of Attacks and all I had to do was look up that part of the book that referenced actions. Guess I got too hung up on looking for an explanation for the Mist and the # of spells.

Thanks for clearing that up for me!

gryphon410

Posts: 4
Joined: Sun Mar 25, 2012 6:15 pm
- Private message

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Re: [ED1] Number of Spells (x)

by **Anunnaki** » Mon Mar 26, 2012 1:14 pm

Glad we got there in the end!
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: [ED1] Number of Spells (x)

by **Telarus_KSC** » Mon Mar 26, 2012 6:30 pm

Yeah, we got side-tracked a bit (had a big post in the works but Annunaki caught the confusion).
The end of which was....

> There are no longer distinctions between spellcasting actions and other actions. On the other hand, we now have to reference the regular Spellcasting Rules (with certain mods in the enemies chapter) to determine how creatures/spirits/dragons/horrors with multiple actions spellcast.

Creatures cast via Raw Magic (no matricies and they suffer Warping and Damage... some special creatures may know a Matrix Talent or two), and must weave required threads with Threadweaving. Most 'Creatures' are ignored by Horrors and not Marked for using raw magic.

Spirits can cast any spell known via Raw Magic (but most don't due to Warping and Damage and vulnerability to Horror Marks... those spirits with access to Matrix Talents cast more often and with less worry about Horrors). Spirits have guidelines on "spells known" in the Spirit Chapter.

All adult Dragons can cast ANY SPELL EFFECT (not spell, "spell effect"...they have access to "freeform magic") via Raw Magic. When "freeform casting" via Raw Magic, hatchlings learning magic are required to weave all threads, adult dragons are required to weave 1/2 the threads (rounded down), and great dragons don't have to weave any threads. Because this is Raw Magic, Warping/Damage/Horror-Marks do apply. As such, dragons use this ability only in Safe Astral Regions (their lairs and whatnot). Dragons also automatically receive Spell Matrices based on Spellcasting Step / 4 (see the book for the types gained).. Dragons do not like to freeform cast due to the threat posed by horrors, so those with a talent for magic often learn Adept style Spellcasting by picking up a Discipline or two. Dragons **cannot** learn the Willforce talent.

Horrors cast via Raw Magic (no matrices needed), do not suffer from Warping and Damage, and generally ignore spells cast by other Horrors. Horrors must know the appropriate Spell (usually learned from a victim Adept) and Threadweaving.

The other side to this would be "how many Spellcasting/Threadweaving actions can I do in a round?".... Personally, I think that Adepts are the only ones limited (by their single Action per Round)... This comes up in the "Multi-Weaving" talent description (Player's Companion):

> Action: Simple ... This talent is the only way a spell thread can be woven and a spell cast, all in the same round.

I think this restriction applies to Namegivers and/or Creatures(etc) with only a single Action. (Especially with Annunaki's comment, "they can weave, then cast if they have multiple actions")

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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4th Circle Karma on Stat-only tests

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4th Circle Karma on Stat-only tests

by **Flash** » Sun Apr 22, 2012 10:48 am

Does this include damage tests with said stat? Example: 4th Circle Warrior attacks a horror, hits and rolls damage. Can he spend a point of Karma on the damage test since it involves his STR?

Flash

Posts: 13
Joined: Wed Dec 07, 2011 1:17 pm
Location: Carlisle, IA.

- Private message
- Website

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Re: 4th Circle Karma on Stat-only tests

by **Morclaw1974** » Sun Apr 22, 2012 1:29 pm

Nope, the ability to spend karma is discipline dependant and generally at circle 7
Simon `Morclaw' Jones

Morclaw1974

Posts: 7
Joined: Tue Mar 27, 2012 8:30 am

- Private message

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Re: 4th Circle Karma on Stat-only tests

by **Flagg** » Sun Apr 22, 2012 1:33 pm

Not only are you wrong (as far as 3rd Edition goes, at least), but you didn't address the question at all.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: 4th Circle Karma on Stat-only tests

by **arma** » Sun Apr 22, 2012 1:49 pm

> *Flash wrote:*Does this include damage tests with said stat?

No.
Attribute-only really means Tests for the Attribute, not any involving the Attribute.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: 4th Circle Karma on Stat-only tests

by **Morclaw1974** » Mon Apr 23, 2012 6:25 am

Well I will concede the grammar in my response was a bit off, I was a bit rushed.

But my answer wasn't wrong, incomplete in the point I was making but not wrong.

The answer is indeed `Nope' when capable of spending Karma on strength only rolls, it does not allow you to add it to damage. As Arma has also stated.

For those few disciplines that do get to add Karma to damage it is generally at 7th circle, for example a warrior can spend Karma on close combat damage at 7th circle, and archers can add Karma to ranged damage at 7th circle.
Simon `Morclaw' Jones

Morclaw1974

Posts: 7
Joined: Tue Mar 27, 2012 8:30 am

- Private message

few questions.

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A few questions.

by **Tubben** » Wed Nov 23, 2011 11:27 am

I wrote this post in the old forum allready, i am just unsure if we are supposed to abbandon the old forum. Thats why i repost here..

Hello.

I have a few question about earthdawn rules:

Second Attack & Surprise Strike.
If an Thief uses his Surprise Strike out of shadow, and uses his Second Weapon Talent, can he use Surprise Strike for the second attack also ?
Means: Do he have 2 Surprise Strike attacks, or one Surprise Strike & one normal attack ?

Astral Pocket.
Does the pocket stay, or does the pocket move with the owner.

Windling Bag.
Is there any way to create an bag which reduce not only the weight, but also the seize of the stuff you put in ? As an Windling i have an hard time to hoard my precious. An Thread item would be ok, even if it's rare. Gives me something to hunt for ,-).

Rulebooks.
Any chance there will ever be german third edition rule books ?

Desperate Blow:
Can you use 2 Desperate Blow charms in the same round? One to for the hit, and the second for the damage ?

Stacking bonuses:
Can you use an Threaditem to raise Surprise Strike by 3 ranks, and then weave an group thread to raise Surprise Strike by 5 ranks (means +8 ranks?).

Best regards,

Keles, Windling Thief of 9 circles

Tubben

Posts: 12
Joined: Wed Nov 23, 2011 11:24 am

- Private message

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Re: A few questions.

by **thezombiekat** » Wed Nov 23, 2011 12:03 pm

> *Tubben wrote:*Hello.
>
> I have a few question about earthdawn rules:
>
> Second Attack & Surprise Strike.
> If an Thief uses his Surprise Strike out of shadow, and uses his Second Weapon Talent, can he use Surprise Strike for the second attack also ?
> Means: Do he have 2 Surprise Strike attacks, or one Surprise Strike & one normal attack ?

good question, i dont know

> Astral Pocket.
> Does the pocket stay, or does the pocket move with the owner.

i would say moves with teh owner

> Windling Bag.
> Is there any way to create an bag which reduce not only the weight, but also the seize of the stuff you put in ? As an Windling i have an hard time to hoard my precious. An Thread item would be ok, even if it's rare. Gives me something to hunt for ,-).

never seen one but it could exist, use astral pocket as a benchmark.

> Rulebooks.
> Any chance there will ever be german third edition rule books ?

not for me to say

> Desperate Blow:
> Can you use 2 Desperate Blow charms in the same round? One to for the hit, and the second for the damage ?

yes you can

> Stacking bonuses:
> Can you use an Threaditem to raise Surprise Strike by 3 ranks, and then weave an group thread to raise Surprise Strike by 5 ranks (means +8 ranks?).

yes, up to a maximum of 3 such efects may buffany given talent.if you have a patern item, a group patern, a spell and a legendary tresure all engansing the same talent you will only benifit from the best 3 bonuses.

Best regards,

Keles, Windling Thief of 9 circles

i can has coppy past too

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: A few questions.

by **Dale** » Wed Nov 23, 2011 1:18 pm

I would only allow the one surprise strike in that situation, although blindside could apply.

A thread item bag for windlings seems like a great item to come up with. The trick would be to not let it be too powerful too quick. Maybe start with the item shrinkage but keep the weight and then higher threads reduce weight upward of 50-70%. Something much more powerful would need to be a rarer/harder to get item.

You can stack bloodcharms in the manner presented. There is the optional rule for depatterning to keep things in check or you can simply limit their availability if you have a player that goes too nuts with it.

You can also stack bonuses in many ways. An item that adds a full 3 ranks to a talent is pretty powerful and that bonus would be at the later thread ranks. If a person wants to dump 5 ranks into a single talent that would make them really good at that one talent but maybe lacking in other areas or in flexibility. The rule of three would apply here as mentioned above; that being a single test can only gain the benefit from three sources. The game I play in currently can hit this with healing (first aid, potion, elementalists' spell heat food, plus a couple of wizard spells that the name escapes me) and even if we do everything we only gain the best three of them.
Dale

Dale

Posts: 10
Joined: Mon Nov 21, 2011 5:39 pm
Location: Austin, Tx
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- AIM

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Re: A few questions.

by **thezombiekat** » Wed Nov 23, 2011 8:02 pm

> *Dale wrote:*
> You can stack bloodcharms in the manner presented. There is the optional rule for depatterning to keep things in check or you can simply limit their availability if you have a player that goes too nuts with it.

Not shore about in ed3 but in ed2 it was too easy to make blood charms to use availability as a restriction. With the alchemy skill or a 4th circle nethermancer in the group anything you can't buy you just make instead.

That said even without depaterning (which sucks as a balance mechanism, as 60% of blood charms don't have it and far too harsh for those that do) the hit point loss alone is usually enough to prevent gross over use of blood charms, and if it isn't just make the player ware the lack of hit points

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: A few questions.

by **arma** » Wed Nov 23, 2011 9:37 pm

Copy of my answer in the old forums:

> Hey,
>
> everything is as said by zombiekat, except or in addition:
>
> Surprise Strike:
> You can use it as often as you want, as long as the requirements are met (which is the case for your entire turn in your example). You also need to pay Strain every time, though.
>
> Windling Bag:
> Almost everything is possible.
> It would be an additional effect in addition to the weight reduction, though. If both are a Thread Item (not General or Legendary Treasure) the size reduction should replace one of the weight reductions or should otherwise be copensated for. For example, the Buyoant Bag (p. 279) reduces weight:
> 1: 75%
> 2: 50%
> 3: 25%
> 4: 10%
> A Windling "miniaturization bag" could look like:
> 1: Size and weight are 85%
> 2: 70%
> 3: 55%
> 4: 40%
>
> Note that you can also do an item which simply gives you ranks in Astral Pocket. You only need to be careful with it a bit because it i a high-circle talent.

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: A few questions.

by **Tubben** » Thu Nov 24, 2011 8:10 pm

> Note that you can also do an item which simply gives you ranks in Astral Pocket. You only need to be careful with it a bit because it i a high-circle talent.

With my GM i am a bit carefull with an talent like Astral Pocket. He would tend to let someone attack my pocket ;P It's not that hard to detect.

Tubben

Posts: 12
Joined: Wed Nov 23, 2011 11:24 am
- Private message

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Re: A few questions.

by **thezombiekat** » Tue Nov 29, 2011 9:11 am

yeh but why would anybody attack it. it would be unusual to keep weapons in there so unless your attackers goal is to deny you a special object, or take it themselves (if they have teh astral acess to retreve it) atacking your astral pocket is a loosing stratergy because it slows victory in a fight wigthout denying you the ability to win the fight.

in the case where the aim of the fight is to releve you of an object astral pocket can be used for a bluff. you let it be known that the object is in your astral pocket then transfer it to another charic ters backpack. your opponant spills 2 adventurers kits and a fake object onto the astral and you disengage gioving every aperance of having been defeated, you repair your astral pocket as you would a spell matrix.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: A few questions.

by **Crusader** » Thu Dec 08, 2011 5:01 am

You assume dealing with namegivers. The astral plane is home to all sorts of beings that might take offense to an astral pocket floating by.

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

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Re: A few questions.

by **Drucifer** » Thu Dec 08, 2011 3:18 pm

> *thezombiekat wrote:*yeh but why would anybody attack it. it would be unusual to keep weapons in there so unless your attackers goal is to deny you a special object, or take it themselves (if they have teh astral acess to retreve it) atacking your astral pocket is a loosing stratergy because it slows victory in a fight wigthout denying you the ability to win the fight.
> Snip.

There are many name givers that would attack the astral Pocket for many diffrent reasons. Here are 5 why some body would attack your astral pocket.

1 Out of a desire to break your spirit by forcing you to lose some something so valuable that you keep it in an astral pocket.
2 To deny you the use of what ever is in the pocket.
3 Because they are a magician of any sort, and realize that there is a meat shield out there to keep you busy while they shaft you.
4 Perhaps you have something in there that they think belongs to them.
5 By destroying your astral pocket your enemy has informed you that they more capable that you thought and that it might be a good idea to surrender if it is an option.
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Fans are the life blood of any game system... Go get some new blood.

Drucifer

Posts: 54
Joined: Fri Dec 02, 2011 7:04 pm

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Re: A few questions.

by **mineriv** » Mon Feb 27, 2012 10:59 am

If a group is in combat with a single enemy and that enemy is locked in a spell like bone dance, do the other attacking characters just get to wail on the enchanted person? Is there any repercussion to the necromancer? Cause this would be the same with spells like undead struggle, too.
thanks for any help.

mineriv

Posts: 1
Joined: Mon Feb 27, 2012 10:54 am

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few questions.

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Re: A few questions.

by **Kremlin KOA** » Mon Feb 27, 2012 8:30 pm

Yes bone dance does leave the target vulnerable and able to be wailed upon for the duration, as long as the Nethermancer keeps making the effect rolls.
Notably in 3rd ed, making this work, most of the time, requires use of willforce every round.
Other than that, the main repercussion to the Nethermancer is severe risk of Alcohol poisoning.. from all the drinks his buddies buy him for keepinmg the horror helpless.

Kremlin KOA

Posts: 18
Joined: Mon Nov 21, 2011 12:32 pm
- Private message

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Re: A few questions.

by **thezombiekat** » Wed Feb 29, 2012 2:05 am

Yeh, your free kick them while the nethermancer holds them down.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: A few questions.

by **meerkat** » Sat Mar 03, 2012 7:33 pm

> *Kremlin KOA wrote:*
> Notably in 3rd ed, making this work, most of the time, requires use of willforce every round.

Hmm I recall 1 thread from the old site where Arma was discussing spell mechanicis and willforce. In one early post it implied for duration spells willforce strain was paid everytime an effect test was made but I thought Arma clarified in a later post willforce strain was paid once when casting the spell and then the effect test was effectively rewritten for the duration of the spell and the strain was only paid the once, similarly for things like shield mist.

Anyone else recall this or is this just an active imagination?

Regards
Hiram

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

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Re: A few questions.

by **arma** » Sun Mar 04, 2012 4:51 am

Not your imagination.
Paying once is the correct way to do it.

(Normally, there's a rule of thumb that we put into widespread use in ED3 where if you roll something, you pay its cost. It was a concept we wanted to communicate to the players. So that was what I had in the back of my head when I said it's Strain every time. But you don't actually roll Willforce when you make an Effect Test. When you cast a spell, you determine a new Step based on Willforce, and then that becomes "locked" into the spell formula, and the spell becomes independent from the caster. It's this "locking into" that is the use of Willforce, not the subsequent Effect Tests. Just the same, when you have a spell with a Duration based on Rank, and you later get a bonus to the Rank, the Duration stays the same.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: A few questions.

by **Semanar** » Wed Mar 07, 2012 9:52 am

> *thezombiekat wrote:*Yeh, your free kick them while the nethermancer holds them down.

But they can still hurt you by hitting you or casting a spell (with the modifier for the Harried condition, of course) if you are within range after their movement. Or am I wrong?

BTW, this spell used to be a bit more spectacular and powerful in the previous ED edition, didn't it?

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: A few questions.

by **thezombiekat** » Wed Mar 07, 2012 7:06 pm

I think it prevents them taking actions but I am a 5 hour drive from my books and I could be thinking 2nd edition

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
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Re: A few questions.

by **crzydevil** » Wed Mar 07, 2012 7:12 pm

I'm pretty sure the last sentence in the spell description (If failed, the target regains control that round—he may move and act of his own accord.) means that as long as the Effect Test is successful, that the target can make no actions.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm
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Re: A few questions.

by **Semanar** » Thu Mar 08, 2012 5:29 am

OK. Could we please get some (semi)official ruling on this? Or is it better to start a new "Bone Dance" thread?

I think it would be too powerful for a 1st Circle spell to effectively mimic the effect of 3rd circle "Pain" (no action possible) so easily. I know that casting Bone Dance takes time, but still...

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: A few questions.

by **meerkat** » Fri Mar 09, 2012 7:23 pm

Would be nice, in our campaign bone dance isn't very usefull even if successful (IMHO) while no action possible would make it very much so..

Its the "he may move AND ACT of his own accord" that suggest a successful test means he cannot control his actions..but we don't play it that way in our campaign..

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia
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Re: A few questions.

by **arma** » Sat Mar 10, 2012 10:29 am

Bone dance is just about the movement.
(Otherwise, there wouldn't be a need for the Harried modifier -- if you can't really act on your own accord, the -2 to your actions isn't necessary.)
With the spell, the caster's main "cost" is giving up his Standard Action for concentration, making the target effectively loose his MR, plus making him Harried.
You still can make the target pretty helpless with this if you just stay at range and shoot, and the target can't close in...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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question (standard action and second attacks)

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a question (standard action and second attacks)

by **galafrone** » Thu Mar 29, 2012 6:13 pm

hi again

if you use your standard action during a round to use a potion, can you use the (talent or skill) "second attack", "second weapon" options ? (or second shot too).
or since you dont have your "primary" attack that "secondary action" is forfeited ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: a question (standard action and second attacks)

by **crzydevil** » Thu Mar 29, 2012 7:27 pm

I would say no, since the second attack and second shot talents (or skills) specifically say that you may make an additional attack with the weapon you used for your first attack test. And second weapon says that you may use it in the same round that you used your primary one-handed weapon.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm
- Private message

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Re: a question (standard action and second attacks)

by **Flagg** » Thu Mar 29, 2012 8:25 pm

I go the opposite way, rules be damned.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: a question (standard action and second attacks)

by **arma** » Thu Mar 29, 2012 11:50 pm

Or as per the Actions clarification:
whatever you do with your Standard Action governs the rest of the round; no mixing stuff
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: a question (standard action and second attacks)

by **galafrone** » Fri Mar 30, 2012 6:55 am

perfect, thanks all

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

Air Dance questions

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Air Dance questions

by **galafrone** » Mon Feb 27, 2012 7:51 pm

first one

1) you dont have to target specific targets for air dance, you just use it and then, after you decide your target you can compare both the results and if you got an excellent result against your melee target you can do another free attack

is this right ?

2) your attack comes after the target has taken his turn or after you have done the first attack ?

it says "the adept can make an additional close combat attack against his opponent, following that character's turn"
the CHARACTER is the target of the excellent result in air dance vs initiative or is the player air dancing ?

3) so, the follow up attack can only go against the target of the first attack, not mattering the exact answer for the point n.2

4) in case of a warrior with air dance, momentum and second attack, if he goes against a target that he defeated with an excellent result in the comparation between initiatives the order is:

4a - attack
4b - eventual momentum attack (if a good result is obtained in the first "main attack")
4c - second attack (on any possible target around him, not necessarily the primary target)
4d - follow up "air danced" attack against the target of the comparation

is this right ? where it comes the opponent attack ?
after 4c or after 4d ?

thanks

EDITED: lack of closing parenthesis on 4a and 4b points
Last edited by galafrone on Tue Feb 28, 2012 1:22 am, edited 1 time in total.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: Air Dance questions

by **Mataxes** » Mon Feb 27, 2012 10:30 pm

1) Yes.
2) After the target has had their turn, per the last line of the talent description on page 59.
3) That is correct, your free close combat attack must be against the same target as your primary (standard action) attack.
4) You are correct on the potential attacks the Warrior could make. The main opponent gets their turn between 4c and 4d.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Air Dance questions

by **galafrone** » Tue Feb 28, 2012 1:26 am

thanks Mataxes.
also, when you consider "available" the Airdance in terms of proximity between you and your target ?
rephrasing it, if you are at for example at 30 yards of distance from the nearest enemy, you can use Airdance ?
i would say yes, but i am not fully convinced of my interpretation of the talent
i know i could use Tiger Spring no matter what i am going to do that round or the distance from the closest enemy, but i dont know for sure about air dance

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Air Dance questions

by **Telarus_KSC** » Tue Feb 28, 2012 3:41 am

If you use the Movement by Initiative optional rule (Player's Guide, p216) or a variant... you can simple subtract the # of hexes moved from the Air Dance result. If this is still an Excellent Result, then you can still make the bonus attack test. Tiger Spring serves as a flat bonus to the Init Result (or Step), so you can use both if you have them.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Air Dance questions

by **Mataxes** » Tue Feb 28, 2012 7:28 am

At my table, you can use Air Dance whenever you wish (it is mainly an initiative talent) and can be boosted with Tiger Spring (it adds to Initiative, which Air Dance is replacing). However, in order to get the benefit of the free attack, you would need to be close enough to reach your target within your standard move (aka combat move) -- because otherwise you're spending your standard action on the extra move, not on an attack.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Air Dance questions

by **galafrone** » Tue Feb 28, 2012 8:07 am

thanks to both.
what i was wondering if, for example, a human caster takes airdance via versatility, he can just use it (as it could do with tiger spring) to boost his initiative position not mattering the fact he is going to loose the chances to get the unarmed combat opportunity.
That is, airdance doesnt need an "engaged" status to be used, just 1 strain and the free room around to do the dance (this is because i remembered the old nethermancer spirit grip discussion about casters having low dex and so low ini count etc etc..)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Air Dance questions

by **arma** » Tue Feb 28, 2012 12:49 pm

Well, it says "in combat", you can limit it to that.
(It's not supposed to be used in situations that are very off of that, for example when making Initiative to avoid traps)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Air Dance questions

by **galafrone** » Tue Feb 28, 2012 11:57 pm

perfect arma, this is where we went last night
about trap initiative
so, basically, air dance is limited to a "combat" situation, while during a "disarm trap" initiative situation what i can use (talent wise) is just
- trap initiative
and eventually
- tiger spring if i have it

about the trap initiative round, i have another question.
want me to put in a different thread for the forum organization ? or i can go here ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: Air Dance questions

by **arma** » Wed Feb 29, 2012 12:48 am

Well I probably won't need to find it again, so I don't care that much where you ask it.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Air Dance questions

by **galafrone** » Wed Feb 29, 2012 12:56 am

lol ok
i repeat anyway the sequence above, i would love to have a confirmation or a correction if it's wrong

1) during a "disarm trap" initiative situation what i can use (talent wise) is just
- trap initiative
and eventually
- tiger spring if i have it

2) the main effect of the disarm trap talent is to give you an head start against the effects of the traps, right ?
Otherwise wich difference exists between a character with disarm trap and one without, if both beat the trap initiative ?
say i have a 7 step ini value, + 4 steps TI ranks and my fellow has a 7 step ini value + 4 steps tiger springs
wich effect we have if both rolling the 11 step initiative against the trap get a better result against the trap value ?
the DI character has already done half movement when he can start his actual movement, while the other has only a normal move ?
or is something else i cant find ?

Air Dance questions

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Re: Air Dance questions

by **crzydevil** » Wed Feb 29, 2012 8:43 am

Well, there are a couple of problems with that scenario. First, Tiger Spring adds your rank to your initiative result, not to the step. Second, it's a combat talent. "The adept reacts more quickly than normal in combat" says the Player's Guide. Of course, how you use certain talents is entirely up to you at your table.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Re: Air Dance questions

by **galafrone** » Wed Feb 29, 2012 9:47 am

thanks to have noticed the "in combat" part of tiger spring.

Anyway, the ranks in tiger spring can be added as a bonus, that means you can add them as steps (increasing the total step of your initiative value) or using it as a flat bonus to the result.

In my campaigns i have opted to use all the "bonuses" coming from talents (as parry, tiger spring etc) as step bonuses as per Pag 14 Player's Guide

> Bonuses and Penalties
> Test results may be modified by a bonus or a penalty, indicated in the rules where appropriate. As a general rule, the modifier is applied to the Step Number of the Action Test before the Action Dice are rolled.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Air Dance questions

by **crzydevil** » Wed Feb 29, 2012 10:07 am

Nice looking out. I was so hung up on the lack of combat part of the scenario that my brain completely refused to acknowledge anything else. I have an Outcast Warrior with Tiger Spring that uses it as a flat modifier to Initiative, so I'm just used to using it as such. So, thanks for reminding me of that. Either way, I assume that clears up your confusion regarding traps if Tiger Spring is off the table. Glad I could be right and wrong and helpful all at the same time.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

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Re: Air Dance questions

by **galafrone** » Wed Feb 29, 2012 10:13 am

any input is a good input. It works so for me so thanks (i re-read the talent to see if i was wrong, it's helpful anyway).
so the "combat" part rules actually out any talent from the "trap initiative situation", but i still am trying to understand the procedure to works that out
reworking my example as this:
i have a duo of player characters; they walk on a trap, didnt notice it and so the trap triggers
one of the 2 is a thief with dex step 6 and 4 ranks of trap initiative total value 10.
he rolls a 10 result
the other is a very nifty elf with step 9 dex. no other talents to help him
his initiative roll is 12

if the trap initiative result is 8, both they have done an average result against it.
what is the situation ?
are they both able to take a simple action and move for their normal yards ?
the thief has trap initiative so where the "half move before triggering" steps in ?
he get a half move in yards and then, since he was able to beat it he can now move again ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Air Dance questions

by **crzydevil** » Wed Feb 29, 2012 11:22 am

I may be interpreting this wrong, so a grain of salt is the suggested dosage.

The way that I read it, and consequently, run it is this:
1) The thief used his trap initiative to move up to half of his movement rate prior to the trap actually going off.
2) The trap goes off.
3) The very nifty elf reacts to the trap and avoids it.
4) The duo may now use their normal movement rate.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

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Re: Air Dance questions

by **galafrone** » Wed Feb 29, 2012 11:49 am

it can be very correct.
my only doubts arise from the fact that the trap "initiative" is rolled 1 time only.
then (and so after we have already generated an initiative value for the trap) we check the talents (or their absence)
so the thief, having trap initiative, uses it and "beats" the trap initiative, so can move half movement from it. then he can do a normal move from that point.
after that, we have the elf beating again the trap initiative, but not having the right talent, he can just take a normal move (so he dont get the "jump" that the thief has because of the talent").
it's this the correct use of the mechanic ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Air Dance questions

by **crzydevil** » Wed Feb 29, 2012 11:59 am

I think you've got it. If you'd like, you can always have the thief roll first, you second, and the elf last. The thief's not going to know if he succeeds until you roll anyway, but it does follow the actual order of events.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

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Re: Air Dance questions

by **arma** » Wed Feb 29, 2012 1:21 pm

1) Well, Tiger Spring also has a "combat clause". Like Air Dance, it's kind of a soft rule in that it's in the first sentence, which is usually more of a descriptive nature. But it's inserted in there for a reason. No use having Trap Initiative otherwise...
There's general initiative bonuses that can apply, though (Warden/Master Discipline Bonuses, bonuses from spells or items, etc.)

2) Initiative is used after the trap is triggered. E.g. you step on the pressure plate, the trap goes off, but now you can try to avoid it -- that's why it uses initiative, you try to get out of the way fast.
To use Disarm Trap, you need to find the trap, and you can then totally turn it off. You don't get to the Initiative Test in the first place.
One is if you trigger it, the other is to turn the trigger off.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Air Dance questions

by **galafrone** » Wed Feb 29, 2012 3:37 pm

i never talked about disarm trap, in all my cases i was referring to a "Plate already pressured", so the trap is gone
is my sequence correct for resolving the trap initiative within my example ?

> i have a duo of player characters; they walk on a trap, didnt notice it and so the trap triggers
> one of the 2 is a thief with dex step 6 and 4 ranks of trap initiative total value 10.
> he rolls a 10 result
> the other is a very nifty elf with step 9 dex. no other talents to help him
> his initiative roll is 12
>
> if the trap initiative result is 8, both they have done an average result against it.
> what is the situation ?

are they both able to take a simple action and move for their normal yards ?
the thief has trap initiative so where the "half move before triggering" steps in ?
he get a half move in yards and then, since he was able to beat it he can now move again ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Air Dance questions

by **Telarus_KSC** » Wed Feb 29, 2012 4:07 pm

Trap Initiative serves as an "interrupt" in my games (it can fall "within" one round if in combat, or serves to set Initiative outside of combat).

The players who win Trap Initiative can take any reasonable action (sacrificing their Standard Action for the round if necessary) to deal with the sticky situation. If that means just bailing out of the way (I have Move left this round!), or spending their Action on a Disarm Trap roll ("Wait! Don't move your foot until I've cut this wire!!!"), or getting creative ("I jam my axe in the mechanism!"), and then I take it from there.

Note also that in the **Disarm** rules (GMG, p. 110), it says that characters have two ways to deal with triggered traps. A raw DEX/PER (physical/magical) roll vs the Disarm Difficulty will avoid triggering the trap (the character has to declare this.. in the axe example, I'd probably use PER + Weapon Damage Step vs Disarm.... you could also use Avoid Blow I guess, in your example)... or to WIN the Trap Initiative Roll (at which point you can use your Move action for the round, or if you're a Thief you can try to deal with the trap before it causes further damage to your friends).

Hope that helps.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

Air Dance questions

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Re: Air Dance questions

by **arma** » Thu Mar 01, 2012 1:03 am

> *galafrone wrote*:i never talked about disarm trap, in all my cases i was referring to a "Plate already pressured", so the trap is gone
> is my sequence correct for resolving the trap initiative within my example ?

Ah, I didn't spot this thread was already on page 2, and answered to your last post on page 1.

The half Movement Rating is about this:
You can not dodge every trap. Some traps may cover an entire area, and there's no way for you to physically get out of the way.
So: TI allows you to react, but that doesn't mean you can react in a way that avoids all harm.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Airship minimum crew.

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Airship minimum crew.

by **thezombiekat** » Fri Mar 16, 2012 6:43 pm

Airship minimum crew.

Was looking through the airship rules just now (they are truly a mess, in every edition) and I cant find the minimum crew to make them fly. Say a pirate galley was to capture a trading galley, who many crew would they need to put on each ship to limp back to port, im thinking something similar to the prise crews that old sailing ships would assign to captured enemy ships.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
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Re: Airship minimum crew.

by **arma** » Sat Mar 17, 2012 5:24 am

You'll need to look at the Air Sailing talent.
Depends on how good they are. Probably a third of the Crew Size for basic sailors.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Airship minimum crew.

by **The_Gun_Nut** » Sun Mar 18, 2012 10:29 am

Bare minimum to operate isn't based upon number of crew, but number of result levels that the crew gets on their skill/talent test to operate the ship. The number of result levels is based upon a percentage of the listed "crew size" for each vessel. Which basically boils down to 25% for bare minimum station keeping/keeping it moving and on course, 50% for acceleration and steering (basic piloting), and 75% for advanced combat maneuvers or fancy tricks.

As an example, the crew size for a drakkar is listed as 30. Those numbers would work out to 8, 15, and 23 result levels, respectively. However, with an exceptional crew (including the captain) the drakkar can be used effectively in combat

by only 6 crewmen. This does mean that every one of them gets an extraordinary result for 24 result levels, but it is very possible for highly skilled veterans to do so.

However, for anyone but crystal raiders* crew size is usually the number of crew aboard, as they man their ships with the cheapest talent available. This usually means mundane folks with only 1 or 2 ranks in the Air Sailing *skill*, as adepts tend to want to be paid more. You will also notice that only 75% are needed for full combat/special manuevers. This means the extra crew can be used for rotating shifts as well as having an extra "buffer" for losses. The ship can lose some crew and still function.

*NOTE: Crystal raiders pack their drakkars to typical crew capacity (30) with *adepts*. That's right, every member of a drakkar crew is an adept, with all the nasty surprises that can bring. They are mostly Sky Raiders, with the occasional Warrior or Archer thrown in. Elementalists are highly prized as air ship crew, as they bring abilities to the vessel that are invaluable.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Alchemy

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Alchemy

by **Taarnish** » Sun Apr 29, 2012 8:20 am

Ive been away from ED for a while now and last weekend my play group and I began playing again with some old and experienced characters.

A question came up regarding the brewing of booster and heeling potions and I wondered if there were specific rules to govern this, as I can't seem to locate any in the mrb's.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Alchemy

by **werefrog** » Sun Apr 29, 2012 10:39 am

The enchanting section could cover it, but apart from that, The Werefrog don't recall ever seeing it specifically. However, there are many sources The Werefrog have seen instructions, mostly from non-official capacities, though. Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33
Joined: Sun Nov 27, 2011 4:22 pm
- Private message

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Re: Alchemy

by **arma** » Sun Apr 29, 2012 1:59 pm

Alchemy skill, p. 91/92 Player's Guide.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Area of Effect spells with continuing damage 2 ?

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Area of Effect spells with continuing damage 2 ?

by **Banjo666** » Fri Mar 02, 2012 5:45 pm

OK, we have, for example Blizzard Sphere and Suffocation, spells that have an Area of Effect and a Duration of longer than 1 turn.

What happens if you are NOT it the Area of Effect of the spell when it is cast but, on a later turn, move into the Area of Effect ??
With Blizzard Sphere I would say yes, you are affected, because it creates an area of freezing snow and ice, so a nice "area denial" spell.
With Suffocation I would lean towards no, as you were not initially exposed to the Illusion.
Am I correct ??
Last edited by Banjo666 on Fri Mar 02, 2012 11:37 pm, edited 1 time in total.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Area of Effect spells with continuing damage 2 ?

by **Kremlin KOA** » Fri Mar 02, 2012 11:27 pm

What happens? "OW!!!"

Basically your interpretation is the one I would use. AOE zones versus AOE DoT makers.

Kremlin KOA

Posts: 18
Joined: Mon Nov 21, 2011 12:32 pm
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Re: Area of Effect spells with continuing damage 2 ?

by **meerkat** » Sat Mar 03, 2012 8:19 pm

Got to say I have a different view after reading Arma's comments in "segments of effect of area attack spells"

Both Blizard and Suffocation mention targets, which must be chosen when the spell is cast. So Suffocation to me is you

cast the spell chosing what targets are appropriate within the AOE at the time (and ignoring who you want) and they will continue to take damage until they flee out of the 48 yard range (as stated in the spell). Any new people entering the area weren't targeted when the spell was cast so no effect

Similarly Blizzard mentions targets, so these are chosen when the spell is cast and you can ignore allies (as Arma mentioned in the other thread). However here it states "remains stationary" and "damage is inflicted on any targets within the area of effect" so the target can stroll out in 1 rnd and not be affected next round and any new arrivals weren't targeted when the spell was cast so shouldn't be affected.

"For example Blizzard Sphere mimics a natural blizzard, but it is still targeted, and still a magical thing and not a real blizzard. You choose who is affected, and you could well choose that your buddies remain unaffected. That means that while they are standing within a blizzard that freezes opponents, they don't suffer from it."

However he did make a comment about targetting areas which complicates things but can't see how you can affect late arrivers that weren't there when the spell was cast.

As to its affects I think that makes Blazzard Area Denial only to targets that were there when cast...so I see a few possible scenarios.
1. casting it through the open window of a guard tower - useless unless you could see the guards and even then they would just leave after 1 rnd
2. Targetting a horror that is be bone danced and is surrounded by friendlies - very useful as it can't leave and you're not hurting allies
3. Area denial - not good as new arrivals are unaffected. However if surrounded by enemy will keep them at bay allowing ranged attacks or they take damage if they close..

Anyway just another intepretation..

Regards
Hiram
4.

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Area of Effect spells with continuing damage 2 ?

by **Banjo666** » Sat Mar 03, 2012 8:34 pm

I am now of the opinion that if you are not in the initial area of effect you are not affected by the spell at all. As it is really all about the spellcasters targets when the spell is cast.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm

- Private message

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Re: Area of Effect spells with continuing damage 2 ?

by **arma** » Sun Mar 04, 2012 5:07 am

It's simply that AoE can be used in different ways.
You can have a spell that basically is "choose targets in the area", this usually goes against TSD (or, Defense of characters there).
Then you can have spells affecting the actual area, this is often against a fixed DN (or the Defense of the area), and then something happens when someone enters or leaves, often an Effect Test.

Blizzard Sphere has 2 AoE criteria:
1) cast on people in AoE, targets
2) then, damage to targets if they're still in the AoE
So, leaving prevents damage, entering doesn't make you a target

Another example, Bone Circle, has just one criterion:
1) The AoE limits the size of the circle
So you can go smaller even. And you don't pick targets. The other effects are then based on the actual circle drawn.

Yet another example, Life Circle of One:
1) This creates an AoE-circle, and only once something tries to enter, you see if there's a warding effect.

So: AoE isn't always the same, just as other stats and characteristics can be used in different ways for spells.
In previous editions, there was no AoE, things would be described in the spell description and vary wildly in use of measurement, and there would be confusion with Range. We simply pulled this out of the descriptions and unified things, and refer to the AoE with a placeholder in the description.
You always need to look at what the description says, the AoE line itself doesn't tell you anything, and it doesn't do anything on its own.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Area of Effect spells with continuing damage ?

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Area of Effect spells with continuing damage ?

by **Banjo666** » Thu Mar 01, 2012 8:31 pm

A spell has an area of effect that does continuing damage, for example Doom Missile or Suffocation.
I am just checking that is you move out of the spell's area of effect, although the spells duration has not expired, you do not continue taking damage, unless the spell description specifies otherwise ??

Cheers, Chris

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
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Re: Area of Effect spells with continuing damage ?

by **The_Gun_Nut** » Fri Mar 02, 2012 11:58 am

Doom missile does not have an area of effect.

Suffocation states that until the targets move out of range (NOT the area of effect) they continue to be affected by the spell.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: Area of Effect spells with continuing damage ?

by **arma** » Fri Mar 02, 2012 12:44 pm

Normally, moving out of the AoE means the spell doesn't affect you any more.
That said, there may be individual rules in spell descriptions that circumvent that.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Area of Effect spells with continuing damage ?

by **Banjo666** » Fri Mar 02, 2012 5:34 pm

> *The_Gun_Nut wrote:Doom missile* does not have an area of effect.
>
> *Suffocation* states that until the targets move out of range (NOT the area of effect) they continue to be affected by the spell.

I am really asking on behalf of a player, who is a bit of a rules lawyer
Of course I was wrong about Doom Missile, I was mislead by a player on that one, my fault for not reading the description myself, doh!
Suffocation does say the effects end when you move out of range, but it is range with in lower case so he was just asking if that meant the range of the area of effect or the Range of the spell, as most game definitions, like Attack Test, are listed in descriptions with the first letter in upper case if it is a game term.

With Suffocation I can see that it means the Range of the spell once "exposed" to the Area of Effect of the spell.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Area of Effect spells with continuing damage ?

by **The_Gun_Nut** » Sat Mar 03, 2012 10:45 pm

The spell descriptions are (generally) pretty specific about what they affect and how, but there is some terminology that the devs use that could use some clarification. Ex: character, target, etc.

Arma can say more about those terms (it might behoove everyone if you stickied them somewhere, arma).
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: Area of Effect spells with continuing damage ?

by **arma** » Sun Mar 04, 2012 5:11 am

I was considering a spell FAQ, but my new job currently eats about 12 hours of my day, so...
(plus, this is probably one of the things that gets addressed in ED3R, so it'll be part of the "errata" anyway then)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Artificer traps

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Artificer traps

by **thezombiekat** » Fri May 04, 2012 7:20 am

I am looking to run my players threw an artificer dungeon. In fact a wing of the scavian kaer. One of my players is a scavian and I will be putting some of their lost magic's in there, and maybe the crown. With a diary of someone who was in it while it was being changed as bait.

What I could use is some ideas for traps. This is artificer so the traps are not simply built to block maim and kill. They are built to cause suffering, physical and mental. To bothe those caught in the trap, and those that watch.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
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Re: Artificer traps

by **Tanthalas** » Fri May 04, 2012 10:31 am

Ohh, I've had my eye on something like this for a long time. The party I'm running is just now hitting sixth circle and I still think most of my ideas are too fatal for them...but you can decide for yourself!

To properly get that mental anguish you need to have a good lead up and a foreboding sense of dread when a trap gets triggered. None of this 'you fall in a pit' or 'rock falls, everyone dies' business. A few ideas off the top of my head include:

1) The classic treasure in a cranny scenario. You have a small hole in a wall, preferably down low or at some other awkward angle. Within it is pitch black, but a high enough perception or clever use of light sources can see that there is definitely treasure in there. Maybe even a simulacrum of the Scavian crown...something really good as far as loot goes to bait the trap. Once a player reaches their arm into it, a clamp drops down around the far side of the hole locking them in place. If he or anyone else attempts to extricate his arm have significant damage dealt and the arm is only partially removed as the clamps squeeze tighter and tighter the more the poor sod struggles. At this point you want to start causing pain and freaking everyone out. Perhaps a small scythe drops down on the other side of the hole, slowly cutting deeper and deeper into the poor suspect's arm, doing low step damage but slowly ramping up. Or perhaps you can just flood the small chamber with pitch and ignite it, burning the poor man's hand horribly until he can get it out. Potential problems with his trap would be a party with a windling. If they actually crawl through the hole this trap goes from being a maimer to a full on murder as the windling is clamped about the torso...but the ensuing terror is good for a laugh for a suitably nasty GM. Another issue with this trap is that there seem to be very few ways to escape it...perhaps the mechanisms on the far side of the wall are delicate enough that a strong enough blow could loosen them, or the hole is large enough that a dextrous enough person with the right equipment could finagle a release catch while he is uncomfortably close to the trapped and screaming individual.

2) Flooding and gas is a great way to ramp up fear and delay death. Both giving the Artificer the emotion he wants, as

well as giving the players time to find an escape. I envision a very tall room that starts flooding with water while all the PCs remain within. As the room floods they need to swim to rise with the level of the water, the obsidimen and heavily armored members of the party find themselves in trouble immediately. Also, just to be devilish, you could include a release mechanism for this trap near the top of the chamber...inside a small hole...just about the size of a standard metahuman arm...whether it triggers the trap as above (likely resulting in horror and a total tpk) or is merely there to terrify the party into BELIEVING its a trap is up to the fiendish-ness of the GM. Alternately, instead of having a release catch, have there be a normal Namegiver sized hole at the top of the chamber, if players flee out to the next chamber, they will have to live with the pain and guilt of leaving party member's to drown in the below pit.

3) This last one is sort of a sacrifice scenario. Entering a chamber, it begins to collapse on itself, the ceiling coming down, all entries and exits closing, heck maybe even spikes and buzzsaws and other terrors begin to fill the room. As the party panics and looks about they can find a single release lever. Pulling it will allow for the far door to open and all the traps to cease their advance, however when the lever is released, the door seals shut and all the traps continue their deadly advance. The party needs to either come up with a way to keep the lever pulled (which should be made suitably difficult, maybe it is very sharp, causing pain to the puller and making it impossible to tie a standard rope around, maybe the room is oddly shaped making it impossible to see the lever from the door to avoid most spells, perhaps the traps themselves dispel magic or cut ropes in the room) or they need to decide which party member must stay behind and hold the lever while the rest leave him to his fate. Depending on the party, if someone is left behind holding the lever and the rest leave him, the GM could have the traps all cease and recede right before the last man's inevitable crushing demise. Now the entire party needs to cope with the fact that either they were left to die or they did the leaving...a difficult social issue that a heavy RP party might enjoy tangling with.

I hope these ideas help! If you need anything more specific and/or more cruel (not sure if I can do less) let me know.
- Has been GMing a party of four for a year and counting. Welcome to the 6th Circle, Great Debate!

Tanthalas

Posts: 2
Joined: Thu May 03, 2012 1:25 pm

- Private message

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Re: Artificer traps

by **ukhata** » Wed May 09, 2012 5:38 am

you sir, have the awesomest idea.
i have but one thing to add to the state of panic.
add a real life alarm clock where you will tell them they will die when the buzzer goes off if they arent out yet.
as such in game trap become a real time problem.

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am

- Private message

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Astral Sight.

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Astral Sight.

by **Tubben** » Thu Nov 24, 2011 8:05 pm

Hello

What do have you have to roll, to detect someone with an SD 15 with Astral Sight?

15+, 23+, 27+ ?

Do Shadowcloak / Shadow Hide gives some protection against Astral Sight?

Tubben

Posts: 12
Joined: Wed Nov 23, 2011 11:24 am
- Private message

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Re: Astral Sight.

by **arma** » Fri Nov 25, 2011 4:27 am

6.
Normal "hide" talents don't normally help.

Just talking about it in another topic, have a look here:
viewtopic.php?f=18&t=12
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Astral Sight.

by **Crusader** » Thu Dec 08, 2011 4:59 am

Doesn't astral pollution also factor in?

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

- Private message

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Re: Astral Sight.

by **arma** » Thu Dec 08, 2011 5:06 am

Yes, thought I had mentioned that in the linked thread. Should probably update that.
The important distinction is "6 for imprint, SD for pattern" in any case, which is what's most often the problem with the question.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Astral Sight.

by **Crusader** » Thu Dec 08, 2011 5:16 am

Yes, Astral space is more detailed in this edition, which is nice. My own group had some head scratching when it turned out that astral sight was now able to identify what items are magical in the big pile 'o' loot. I think it also needs some careful attention on the part of the GM. Purifier is a good example of an item where this trick shouldn't work so easily. Also, rulings like a thin sheet of lead being able to block the perception can be added by a GM to hide away loot in hidden compartments. There needs to be SOME challenge to finding magical loot sometimes. If players clear a dungeon and then fail their search checks, it shouldn't be as easy as the Nethermancer activating Astral sight and taking a stroll through the place to identify the spots they missed.

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

- Private message

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Re: Astral Sight.

by **arma** » Thu Dec 08, 2011 6:12 am

Easiest option in my book is illusions, as they are represented on the astral plane accordingly.
While normally magic is easily visible, the illusion of a non-magical wall will look non-magical on the astral plane.
While using Astral Sight against it counts as sensing, and allows to more easily see through it than with basic PER, it's similar to spotting something vs. Spell Defense only.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Astral Sight.

by **Mataxes** » Sat Dec 10, 2011 9:20 am

The "thin sheet of lead" block actually works, if you think about it. Not literally, but it wouldn't be much of a stretch, given the ease/ubiquity of astral sight, for low power enchantments to have developed that are focused on blocking/screening astral sensing. Because anything magical has an imprint/pattern, it can obscure things behind it.

Also, because 'magic' is so ubiquitous, the idea of "sensing" magic items (a classic D&D trope that was often done to keep loot out of the hands of inept or careless players) probably isn't a big deal. In a world where any schmuck can grab your +5 vorpal sword and kill you, it is important that people don't realize the sword is magical. In a world where you need to sink a lot of time and energy into making that blad a vorpal sword (for you), it isn't as crucial that you hide its nature -- because even if some random schmuck picks up Purifier, it won't be much different than an off-the-rack broadsword.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Astral Sight.

by **Tubben** » Sun Dec 11, 2011 7:31 am

Even if it's now getting of topic.

But what do you do against the magican who just casts "Inventory (p.179, players guide)" on a room ?.

Tubben

Posts: 12
Joined: Wed Nov 23, 2011 11:24 am
- Private message

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Re: Astral Sight.

by **thezombiekat** » Sun Dec 11, 2011 8:04 am

Inventory doesn't reveal any magical property's the item may have, just what is there. If a powerful magic long sword is in an armoury with 19 non magical long swords the inventory will say "20 long swords"
This spell is primarily useful for seeing if you missed something small. Say the single air coin in a chest of copper you weren't going to carry home.

It might also give you a hint to something more powerful if you get inventory incomplete, the only items with a high spell defence are magic so it tells you to look closer, but not what you should look for.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Astral Sight.

by **Runemaster** » Mon Feb 20, 2012 1:51 pm

Hi,

my english is very bad, so i hope you nevertheless understand what i want to ask.

First, sorry for reactivate the post, but i have another question concerning Astral Sight and do not want to open a new post.

When I use the Astral Sight Talent to look around and successfully make the first Astral Sensing Test against the Spell Defense of astral space, I can see the astral imprint of everthing within the range of the astral sensing ability, right?

Can I identify wether the imprints I see, are the imprints of rats or name-givers for example or do I take a closer look by making an additional Astral Sensing Test against the Spell Defense of all imprints I see?

In the Players Guide Page 111 it is mentioned that non-magical or non-living objects partially obscure the imprint of an object behind them. A Good result is needed to see it.

If I try to detect an archer hiding behind a tree, could I see the archer via astral sensing? Which result level is needed for that?

that's all ... at the moment
greetings

Runemaster

Posts: 5
Joined: Mon Jan 09, 2012 4:35 am

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Astral site.

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Astral site.

by **Taarnish** » Wed May 09, 2012 7:48 am

Can a blind magicial use astral site to target somthing when spellcasting.

EG, A magicial is blindfolded and uses astral site to cast spells against his captor who is quietly stood close by.

I ask because Astral site is detailed as a sense of all astral imprints in an area. it says nothing about actually seeing where they are in relation to every other object or person in the area.

Could they use Astral site to see in the dark for example.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

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Re: Astral site.

by **arma** » Wed May 09, 2012 11:50 am

Avoid Blow v's Parry

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Avoid Blow v's Parry

by **badbud65** » Fri Apr 06, 2012 6:12 pm

What am I missing?

From reading and rereading these two talents Parry seems way more power fuller than Avoid Blow and as and added befit of reposting damage back at the attacker.

Avoid Blow: Rank + Dex against Attackers Attack Test
Parry: Rank + Dex + Item Size against Attackers Attack Test

This makes Parry better as you get extra steps to your roll, or even if its a size added to the roll, its still at an advantage.

So why have Avoid Blow when you can have Parry?

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm
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Re: Avoid Blow v's Parry

by **Flagg** » Fri Apr 06, 2012 6:21 pm

Parry requires a melee weapon (or a Good success with no weapon), and it only works against close combat attacks (without a knack).
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Avoid Blow v's Parry

by **slayride** » Fri Apr 06, 2012 9:29 pm

Parry doesn't reflect damage back to the attacker, only Riposte does. Riposte does not get the size benefit to the Test either.
Avoid Blow is the only way to avoid ranged attacks at low levels, so still very important. Parry is much better in close combat. The attacker could always try to disarm the weapon and remove its benefit from parry or destroy the shield that is blocking to lessen the opponent's Parry benefit. Or Go inside the shield to remove its benefit.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

- Private message

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Re: Avoid Blow v's Parry

by **galafrone** » Sat Apr 07, 2012 9:55 am

in a "normal" situation (that is one that isnt using special maneouvers, like disarm, going inside the shield etc) parry owns avoid blow.
in a more tactical way, parry and avoid blow have both their sense.
anyway, i love to have both on my warrior, you cant know what will happen

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Avoid Blow v's Parry

by **meerkat** » Sun Apr 08, 2012 7:16 pm

I have to say you tend to have both as a warrior, I like the OP prefer parry (even though avoid blow works against missles).

Combine with a big 2H Sword and it is great. Trouble is warriors get avoid blow as a discipline talent so that can even out most shields and 1H weapons size if you add karma (and will work against missles).

On the other hand Swordmasters get parry as a discipline talent but dont use big 2H weapons as they get second weapons as a disciple talents. Decisions, decisions

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

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Re: Avoid Blow v's Parry

by **arma** » Mon Apr 09, 2012 5:23 am

> *meerkat wrote:*On the other hand Swordmasters get parry as a discipline talent but dont use big 2H weapons as they get second weapons as a disciple talents. Decisions, decisions

You can go for the Chosen Weapon optional rule in the Companion, and you're good.

However, mostly dropping in to note that the equipment bonus is probably gonna get halved with the next revision. So the difference between Sizes 3 and 6 is gonna be just 1. And shield DBs may go up a fraction...
Of course at that point, you'll be thinking about taking Shield Charge as a skill to combine with Second Weapon, and there'll still be those decisions...
(Or should the Swordmaster get Shield Charge as a Talent Option even, and if so, what should be dropped? What do you guys think?)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Avoid Blow v's Parry

by **badbud65** » Mon Apr 09, 2012 6:57 am

So from what has been said in reply to my questions is that Parry is way better than Avoid blow, and I wasn't misreading there descriptions.

Yeah, OK Avoid Blow can be used against missile weapons, parry needs a good result without a weapon, but that's it.

Parry using weapon size as a bonus totally outweighs the slight befit with missile weapons that avoid blow has.

As I'm an Onsidiman Horror Stalker I get both as optional talents, and will now be getting Parry next circle up.

Check out my campaign if your interested, if you haven't used Obsidian Portal I'd strongly recommend it

http://www.obsidianportal.com/campaigns/the-circle-of-light

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm
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Re: Avoid Blow v's Parry

by **Flagg** » Mon Apr 09, 2012 7:11 am

> *arma wrote:*
>
> > *meerkat wrote:*However, mostly dropping in to note that the equipment bonus is probably gonna get halved with the next revision. So the difference between Sizes 3 and 6 is gonna be just 1. And shield DBs may go up a fraction...

The reason being?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Avoid Blow v's Parry

by **badbud65** » Mon Apr 09, 2012 8:14 am

Yeah read that, but who's saying were moving to the new edition, or even when/if we do we'll not treat that as an optional rule, although our GM does think Parry is way to powerful, so will most likely start to adapt that ruling even before the new editions come out, and will probably do it just as I get Parry, he's like that

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm

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Re: Avoid Blow v's Parry

by **arma** » Mon Apr 09, 2012 5:21 pm

> *Flagg wrote:*The reason being?

Mostly that it's too big of a bonus in the early circles (the thought in balancing it was more in not having the option of Second Weapon) and that it's not balanced well with shields (and parry really started out to be all about shields, in first version ADM).

> *badbud65 wrote:*Yeah read that, but who's saying were moving to the new edition, or even when/if we do we'll not treat that as an optional rule, although our GM does think Parry is way to powerful, so will most likely start to adapt that ruling even before the new editions come out, and will probably do it just as I get Parry, he's like that

It's not an edition, it's a revision.
If we'd done an errata within the last six months, it would already be in there.
Of course, you're free to treat it as you wish at your table. Just saying it's an errata item, not an edition thing.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Avoid Blow v's Parry

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Re: Avoid Blow v's Parry

by **badbud65** » Mon Apr 09, 2012 5:31 pm

Why do errata have to be published as v3.5?

I have the errata for 3rd Ed and this ain't mentioned.

Revisions are OK as long as they add not just takeaway.

Lastly one thing I think needs clearing up is step bonus or just a numerical bonus.

E.g. Aggressive attack neither says +3 step or +3 to the roll.

This inconsistency needs rectifying, in our game all bonuses are assumed to be step bonuses.

This makes certain actions very powerful for low circle characters.

This

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm
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Re: Avoid Blow v's Parry

by **arma** » Mon Apr 09, 2012 5:53 pm

> *badbud65 wrote:*Why do errata have to be published as v3.5?
>
> I have the errata for 3rd Ed and this ain't mentioned.
>
> Revisions are OK as long as they add not just takeaway.

There's no 3.5
ED3R is just a new layout and book format, otherwise it is ED3 with errata added (which we'd do in regular intervals for the PDFs anyway). For example, the current content of the errata PDF will be added. But there will also be new errata in the book. That will then get added to the errata PDF. So you'll have the same, either way.

> Lastly one thing I think needs clearing up is step bonus or just a numerical bonus.
>
> E.g. Aggressive attack neither says +3 step or +3 to the roll.
>
> This inconsistency needs rectifying, in our game all bonuses are assumed to be step bonuses.
>
> This makes certain actions very powerful for low circle characters.

In ED3, there's only "bonuses". You decide, for all of the game, if you change the step or the result whenever there's a "bonus". (It's on page 14)
An exception are "rank bonuses" that directly apply to the rank and, as such, to the step. (Because there are rank-dependent benefits, e.g. a +1 rank bonus Avoid Blow not only makes your roll better, but also lets you use the talent more often)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Avoid Blow v's Parry

by **badbud65** » Mon Apr 09, 2012 6:05 pm

Cheers for that, been trying to find that specific info for a while, typical that its on PG :14

But I think the standard should be steps and that should be made clearer, as in a list of optional rules, which is in the book, but not all are included. Imitative adjustment with armor and strength modifier for one.

But your a wizz with the rules, like it.

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm

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Re: Avoid Blow v's Parry

by **arma** » Mon Apr 09, 2012 6:18 pm

We had it as an optional rule in the ED Classic edition, but that turned out to confuse people more than it helped them simply make a choice to do it one way or the other. Especially because some parts of the rules always required modifying the step (such as with the rank bonuses, and also spells where you determine an Effect Step). So now it says step bonuses by default, but if you want, simply change them all to add to the roll wherever it says "bonus" (and likewise, penalty).
(Also saves some space and time typing, you only ever got "bonus" and not "step bonus" or "adds +2 steps to tests".)

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: Avoid Blow v's Parry

by **galafrone** » Mon Apr 09, 2012 8:37 pm

just dropping the note (for arma and who is interested) we in our campaigns have applied the idea arma discussed a bit on the old forums (or was just the start of this forum, i dont remember)

we have added + 1 to the parry bonuses (deflection bonus) to all the shields and we have halved the size bonus of the weapons (fru).
in this way the thing are more balanced
and for what i can say, it's working really really well
parry has been equalized a bit, even if remains better than avoid blow in a "melee" situation

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: Avoid Blow v's Parry

by **Telarus_KSC** » Tue Apr 10, 2012 12:38 am

I like the idea of Phys Deflection +1 as the Parry Bonus for Shields. I'm going to start using that.

And I agree that straight Weapon Size isn't balanced vs straight Deflection Bonus.

I'm going to check the PG. With Phys Deflection +1 setting the Shield Parry Bonus, we have a range of +2 to +5.

1/2 Size (rounded up) for Weapons gives a range of +1 to +3 for most weapons (and +4 for the Raid Spear). This seems about the right range to go with, and leaves rooms for "Specialized" Thread items which further push the Parry Bonus, or other effects (like the Shield Bond blood charm which gives a shield an additional +2/+0 Deflection Bonus for 1 Strain for a few rounds).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: Avoid Blow v's Parry

by **galafrone** » Tue Apr 10, 2012 3:46 am

exactly as i thought telarus, you can have better thread items in this way without throwing out of the window the balance concept
in this way a broadsword goes from +3 to +2
a footman shield goes from +2 to +3
so for a 1h+shield basic gear, the +3 remains, but you are parrying with the shield and not with the sword (and that satisfies more my combat vision)
the 2h sword is also +3, so a 2h combatant has the same parrying bomnus of a 1h+shield combatant (but more damage output, against less armor and crit avoidance)
in this way parrying works better, and is less unbalanced when compared with avoid blow (the old +6 of a 2h sword was really ... too much imho)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: Avoid Blow v's Parry

by **arma** » Tue Apr 10, 2012 6:00 am

Magic Bonuses are another part of the consideration, more so for weapons actually than for shields. If you give a Size 7 threaded weapon another bonus to Parry... well.

The DB for shields is actually based on the following formula:
armor divided by two, rounded down, plus initiative penalty (footman's: 3/2 +1 = 1.5 +1 = 1+1 = 2)
I'd simply round up, e.g. every shield with an uneven armor value goes up by 1.

It's a tricky thing, though, because of the added protection against Armor-Defeating hits. That can be huge, comparatively. So I'm more certain about reducing weapon deflection than about increasing shield deflection. Esp. in regards to crystal shields, which would be at +4.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Avoid Blow v's Parry

by **meerkat** » Tue Apr 10, 2012 6:49 am

> *badbud65 wrote:*As I'm an Onsidiman Horror Stalker I get both as optional talents, and will now be getting Parry next circle up.

> Check out my campaign if your interested, if you haven't used Obsidian Portal I'd strongly recommend it
>
> http://www.obsidianportal.com/campaigns/the-circle-of-light

Actually I was reading your story arc over the weekend, really nice plot line Though if you don't have parry or avoid blow can see why that last fight with the cannibals went down to the line. See you are the one doing the majority of work on the WIKI, really nice to read another campaign in motion :-0

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

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Re: Avoid Blow v's Parry

by **Flash** » Tue Apr 10, 2012 10:01 pm

GRON is da obsidi-MAN!!!

Glad to have found this on the ED forum, as our group just came across the same rules questions. Thanks!

> *meerkat wrote:*
>
> > *badbud65 wrote:*As I'm an Onsidiman Horror Stalker I get both as optional talents, and will now be getting Parry next circle up.
> >
> > Check out my campaign if your interested, if you haven't used Obsidian Portal I'd strongly recommend it
> >
> > http://www.obsidianportal.com/campaigns/the-circle-of-light
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> Actually I was reading your story arc over the weekend, really nice plot line Though if you don't have parry or avoid blow can see why that last fight with the cannibals went down to the line. See you are the one doing the majority of work on the WIKI, really nice to read another campaign in motion :-0

Flash

Posts: 13
Joined: Wed Dec 07, 2011 1:17 pm
Location: Carlisle, IA.

- Private message
- Website

Avoid Blow v's Parry

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Re: Avoid Blow v's Parry

by **Flagg** » Wed Apr 11, 2012 1:06 pm

I'm pretty sure the answer is "no", but I'm not sure where/if it's been explicitly stated:

Can you use both Parry AND Avoid Blow against a single attack? (presumably trying one only after the other had failed)
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
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Re: Avoid Blow v's Parry

by **arma** » Wed Apr 11, 2012 1:33 pm

You can't.
(Rules for Free Actions, only one defensive action per attack.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Avoid Blow v's Parry

by **badbud65** » Thu Apr 12, 2012 4:31 am

> *Flash wrote:*GRON is da obsidi-MAN!!!

Glad to have found this on the ED forum, as our group just came across the same rules questions. Thanks!

*meerkat wrote:*Actually I was reading your story arc over the weekend, really nice plot line Though if you don't have parry or avoid blow can see why that last fight with the cannibals went down to the line. See you are the one doing the majority of work on the WIKI, really nice to read another campaign in motion :-0

Cheers,

And thanks to everyone else for there feedback and generally a great discussion around the subject

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm

- Private message

Blood promise

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Blood promise

by **Banjo666** » Wed May 02, 2012 12:49 am

Character A & B swear a Blood Promise.
Character A fails to fulfill his promise when he has the opportunity to do so, he takes two Blood Wounds and the 4 points of Stain become permanent.

Does Character B still have to fulfill his promise or is the promise null and void once A renegs

Cheers, Chris

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Blood promise

by **ukhata** » Wed May 02, 2012 7:55 am

does A end his quest?
does B stay on it?
is it included in the promise that when one fails the other one is released?
too many questions to give a single answer.

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Re: Blood promise

by **Banjo666** » Wed May 02, 2012 6:16 pm

OK, Characters A & B make a blood promise.
A promises to shave his head every Friday.
B promises to cut his nails every Monday.
Now I know the promise is farcical but it is to illustrate the point.

So A fails to shave his head on a Friday, gets 4 points of permanent damage and 2 Blood Wounds.
Does B still have to cut his nails ?

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Blood promise

by **Telarus_KSC** » Thu May 03, 2012 1:23 am

(Ignoring the fact that the example isn't dangerous or heroic) Rules as written state that B must fulfill his side of the promise.

That's not the best example, tho (repeating an action every week for a year and a day is a heavy promise). The examples in the book are "Go do this heroic/dangerous thing and then meet me here with the loot after a specific time." If one side breaks their promise, that means their trade deal has fallen through, but it's doesn't mean the other party is off the hook from the Blood Magic's perspective...

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Blood promise

by **thezombiekat** » Thu May 03, 2012 5:16 am

> *Telarus_KSC wrote:*(Ignoring the fact that the example isn't dangerous or heroic) Rules as written state that B must fulfill his side of the promise.
>
> That's not the best example, tho (repeating an action every week for a year and a day is a heavy promise). The examples in the book are "Go do this heroic/dangerous thing and then meet me here with the loot after a specific time." If one side breaks their promise, that means their trade deal has fallen through, but it's doesn't mean the other party is off the hook from the Blood Magic's perspective...

Nasty.

Party A promises to obtain 3 wyvern skins and to convey them to party B by the summer solstice.

Party B promises to turn the skins into cloaks and convey one of them to party A by the autumn equinox

Party A fails to obtain even a single wyvern skin because he is too busy trying to get into the pants of some bartender he meets along the way. He is duly awarded 4 permanent damage and 2 wounds.

Party B is awarded the same 3 months later as you can’t make wyvern skin robes without a wyvern skin.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Blood promise

by **Telarus_KSC** » Thu May 03, 2012 6:49 am

This is why wording is so important in Blood Magic (and mythic contracts in general). Party B botched his "translate my end of the bargain into legalese" roll.

If Party B had started his promise with "Once you have returned to me with your wyvern skins..." it would play out differently, in my game, than if the promise was "I will deliver 3 wyvern skin cloaks..."

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Blood promise

by **arma** » Thu May 03, 2012 12:09 pm

This goes into the philosophical, but if it's broken, it's broken, doesn't exist any more. Why would the other party be bound to it?
Granted, the rules don't make that very clear.

However, you can also set parameters for how it works to choose the role such blood magic plays in your games. If the other party has to stick to it, it's really a two-sided sword, or be used for gritty effects such as someone swearing an oath with the intention to violate it, attacking the other and accepting the wound believing the other guy wouldn't strike back... ;D
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Blood promise

by **Telarus_KSC** » Thu May 03, 2012 11:22 pm

That's how the example in the book reads to me. Neither character trusts the other at all, or a blood promise wouldn't

even be necessary. In fact, the Thief refuses to even give direction or lead a team to get into the dragon's den (to keep the entrance his own secret). The blood promise give each character a bit of magical leverage over the other, in exchnage for a +1 mod on a Talent or ability they will use to fulfill the promise.

Other types Blood Oaths would be used for different things...

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Buzz Talent

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Buzz Talent

by **Banjo666** » Sat Mar 03, 2012 6:37 pm

The Windling Buzz Talent allows the Windling confuse his opponent "If the adept successfully avoids all attacks by that opponent until" the following round.

The question arose at our game on Friday night, as to whether you have met the successfully all attacks critera if that opponent does not actually attack the Windling at all.

On Friday night, as it was a group combat and the opponent attacked someone else, I rules that the Windling did not get attacked so could not actually avoid an attack that did not occur, so his buzz was ineffective. The player argued that because he was not attacked he obviously avoided all attacks. Now that I have had time to think about it I think that player could be right because he successfully avoided all attacks, even if no attacks were actually made, otherwise the Buzz talent could be easily avoided which would make it pretty pointless

What do you think ?

Cheers, Chris

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Buzz Talent

by **Telarus_KSC** » Sun Mar 04, 2012 12:22 am

I think your player has a point.

If the opponent tries to "ignore" the Windling buzzing around is head like an angry hornet (to focus on some-one else), the opponent takes the Buzz penalty.

The attack doesn't even have to come from the marked opponent. The opponent's friend could have a crossbow or sling, or be close enough to hit the Windling (although with the missile weapons, I'd apply the 'Firing into Melee' rules in this situation).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Buzz Talent

by **arma** » Sun Mar 04, 2012 4:42 am

Your player is right.
The same criteria apply to the more widespread Maneuver talent, too.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Buzz Talent

by **Banjo666** » Sun Mar 04, 2012 5:43 am

Perhaps to avoid any ambiguity in any amendment sheet ot future edition the description might be changed to

"If the opponent fails to attack the adept or the adept successfully avoids all attacks directed against him by that opponent ...."

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm

-

Calendar Question

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Calendar Question

by **willow** » Tue Apr 17, 2012 1:57 am

Hello, i need a list about Barsaive / Thera anniversaries.. example a bigger kaer opens, or political happenings, like Kypros' appointment, or cultural festivals, the V'strimon's Festival of Flowers.
Some (lot of) times i know the year, but i don't know the month/day. (only the 5 days of jaspree)

Anybody could help me out?

Thank you
sade

ps: still sorry for my English

willow

Posts: 4
Joined: Thu Dec 08, 2011 1:52 pm

- Private message

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Re: Calendar Question

by **willow** » Tue Apr 17, 2012 2:08 am

oh, and why i need this?
We made a calendar to our site, so if you want check what day have in Earthdawn, just click to http://earthdawn.co.hu, and check on the right up corner. (Sorry, the site is still hungarian) (but we have 200+ images in our gallery, probably also worth to see)
Sorry for advertistment XD

willow

Posts: 4
Joined: Thu Dec 08, 2011 1:52 pm
- Private message

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Re: Calendar Question

by **EDChronicler** » Tue Apr 17, 2012 5:44 pm

There are very few actual dates, mostly years given in the works. And for those with Month/Day notation, they usually don't have the year.

My interpretation of this is to make it so that it all works for anyone's Barsaive and no one is strictly limited to a specific day to coordinate their worlds.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Calendar Question

by **willow** » Wed Apr 18, 2012 12:45 am

can you tell me some specific days?
i found just few
i mean exact month/day

willow

Posts: 4
Joined: Thu Dec 08, 2011 1:52 pm
- Private message

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Re: Calendar Question

by **bigity** » Wed Apr 18, 2012 8:19 am

Make up specific days. It's left vague on purpose so individual GMs can make it work at their tables.

bigity

Posts: 3
Joined: Tue Apr 17, 2012 4:04 pm

- Private message

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Re: Calendar Question

by **willow** » Wed Apr 18, 2012 3:53 pm

its for website, not for personal party.

in my party was the festival of flowers just now

willow

Posts: 4
Joined: Thu Dec 08, 2011 1:52 pm

- Private message

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Can you cast multiple duration damage spells on 1 Target?

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Can you cast multiple duration damage spells on 1 Target?

by **meerkat** » Fri Mar 30, 2012 4:50 pm

The rules say you cannot stack beneficial effect spells (eg. you cannot cast air armour on yourself twice for 6 pnts of armour) but I'm not so clear about damage spells,

For example if you cast Doom Missle it continues to do damamge to the target for a number of rounds.

1. Can you then cast another one so the target is taking damamge from 2 seperate Doom Missles at the same time?
2. What if 2 different casters cast them?
3. If not and you are using the Talent knack that allows you to cast 2 spells at the same time can you cast 2 Ephemeral bolt spells at the same time at the same target? (most attack spells say they have a duration of 1 rnd so exist for more than a split second and they would both be targetting the same target)

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Can you cast multiple duration damage spells on 1 Target

by **Mataxes** » Fri Mar 30, 2012 5:17 pm

I don't think the 'no stacking effects' rule applies to direct damage spells. I mean, I could see the argument against it, but when the effect is, essentially, "deals damage" ruling 'no stacking' on that seems to neuter having multiple spellcasters in a group, or even what a single caster may be able to (if you have longer duration or AoE damage effects). Since "Sprit Dart" and "Arcane Missile" are both direct damage, mystic armor resisted spells, does one preclude the use of the other on the same round? That doesn't really make any sense

I would say that (as nasty as it sounds) you could stack Doom Missile in the way you describe.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: Can you cast multiple duration damage spells on 1 Target

by **arma** » Sat Mar 31, 2012 8:55 am

"There can be only one" applies to both beneficial and harmful spells.

I wouldn't apply that to 1-round damage spells (their Duration could as well read "instant"), since the spirit of the rule is about continuous and/or recurring effects -- it might make more sense if it was a Duration rule, not an Effect rule, but that might cause confusions with just how you count the time, as multiple versions of spells can exist on a target, but simply don't affect it. Using Spell Stacking to cast the same spell twice usually isn't as effective as giving it two separate tries, in any case.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Can you cast multiple duration damage spells on 1 Target

by **meerkat** » Sat Mar 31, 2012 5:06 pm

Thanks for the clarification Arma, I could understand that viewpoint but two casters both casting the same "1 rnd" duration damage spell and only 1 working made be lean tothe "only 1/caster" or just "stack away" ideas which on the other hand would be painful with mulicasted Doom Missles..

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

Cast Net talent

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Cast Net talent

by **galafrone** » Wed Mar 07, 2012 6:38 am

Does the net provide a bonus to the "parry" subaction, or since it has an extra effect the talent is designed to NOT provide the size bonus to the parry action when using the net ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Cast Net talent

by **crzydevil** » Wed Mar 07, 2012 11:19 am

The way that I understand it, cast net is used as something of a substitute for parry. It also adds the possibility of entangling the weapon. I'm pretty sure it is designed to not add a size bonus. However, if you were using the parry talent from a second discipline (since the boatman never gets parry) then I would add the size.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm
- Private message

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Re: Cast Net talent

by **arma** » Wed Mar 07, 2012 2:14 pm

Cast Net is an alternative to Parry, correct. You don't get the Size bonus, but instead get the entangling chance.
If used for parrying, a net would provide a bonus, as it has a Size. But you wouldn't get the entangling effect.
Because you can only use one defensive action against an attack, you got to choose (this is also why Boatmen don't get Parry)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

Clarification on Surprise Strike, and "Surprised"

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Clarification on Surprise Strike, and "Surprised"

by **Flagg** » Tue Apr 03, 2012 6:08 pm

Hi,

I'm taking my first stab at using Surprise Strike (edit: pun completely unintended, sorry) since 1st Edition, and I have a few questions to make sure I understand the mechanics correctly.

As I read it, in order to use Surprise Strike, the opponent must first be Surprised (PG 228), which causes him to lose all actions for the round and take a -3 to PD and SD. Right?

That basically means that a character using Surprise Strike must have superior initiative to his opponent, so that he may Surprise him before striking, unless for some reason the opponent is already Surprised from a previous character's action that round. Am I still correct?

Since the opponent must somehow be Surprised for Surprise Strike to be used, does than implicitly mean that the attack used with Surprise Strike automatically takes advantage of the opponent's lowered physical defense?

I think the wording in the book is fairly clear, I'd just like some confirmation because it seems to mean that the talent is A) only applicable in a very limited set of circumstances, and B) when combined with Conceal Object becomes incredibly powerful because whipping out a concealed dagger, even if it misses its mark, leaves the opponent as basically a sitting duck for the rest of the round, unable to do anything and having a defense penalty to boot. A thief with a good initiative roll can essentially declare "free punches" with Conceal Object, and allow his allies to totally gank an enemy for the remainder of the round.

Do I have this all straight?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Clarification on Surprise Strike, and "Surprised"

by **Flagg** » Tue Apr 03, 2012 6:18 pm

Also, Conceal Object states:

> The target of a concealed weapon attack is entitled
> to a Perception Test to avoid being Surprised (p. 228).

What is the difficulty here? The Conceal Object result, or something else?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Clarification on Surprise Strike, and "Surprised"

by **Welt** » Wed Apr 04, 2012 12:13 am

Doesn't quite work that way if I remember and reproduce correctly.

There's a difference between:
"**target** is surprised"
and
"**you** gain the benefit of surprise"

Thinking in computer screen interface terms (which I do alot, thank EQ and WoW), one's a debuff on him, the other a buff on you.

The former case, "real" surprise, only really happens in fight-opening ambush scenarios. Even much higher level magic than conceal Object doesn't reproduce this fully midfight.

In the latter case, your attack indeed enjoys the defense penalties for surprise, and surprise-requiring talents are enabled.
The target does *not* actually lose any actions though, because it's only "pretend surprise", so to speak.
Optionally (I think) the target's player may refrain from targeting your character that round, but Conceal doesn't really mandate that imo, more of a case to be made for that restriction with Gain Surprise.

Perception would be against the Conceal Object result, yes. (See how it calls the result the Detection Difficulty uptext).
(It also means that it's going to fail, raw attribute against a talent test result isn't pretty even with the inflated attributes monsters have. Detect Weapon can help by giving you a minimap imprint of concealed weapons in the area, but takes a standard action, ie must be done ahead of time. Doesn't help squat reactively while attacked)

Also, ohai first post here. Longtime 1E player long ago, semi-recent 3E reader nowadays (Nostalgia yay).
May know some of you from some ye olde german ED boarde or other where I went under the name of Janus and was a strong proponent of rigorous text analysis in particular and powergaming in general.

Edit to add:

> *Flagg wrote:*it seems to mean that the talent is A) only applicable in a very limited set of circumstances, and B) when combined with Conceal Object becomes incredibly powerful

B adressed above. A is indeed the case, and presumably working as intended. Novice-tier availability Damage Talents tend to require you to jump through hoops or be situational in some way, generally-applicable ones are usually Journeyman-tier. Or as seen here, other Journeyman talents may make a Novice one more usable.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

- Private message

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Re: Clarification on Surprise Strike, and "Surprised"

by **arma** » Wed Apr 04, 2012 11:04 am

Right. More plainly:
IT says the adept gets the benefit of Surprise. That does not mean the target is Surprised, nor that the target suffers the disadvantages of Surprised (he doesn't suffer from the Situational Modifier).
This is also why the PER Test is mentioned explicitly, because normally, it occurs only with the Situational Modifier as a whole. The rules for the PER Test are the same as for Surprised, however. The DN is situational, and you can use the Detection DN, but you can also modify it.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Clarification on Surprise Strike, and "Surprised"

by **Flagg** » Wed Apr 04, 2012 11:50 am

So to summarize, Surprise Strike doesn't actually surprise the opponent, nor does it require him to be "Surprised" (as defined on p228), but Conceal Object combined with drawing a weapon can cause an opponent to be "Surprised". Do I have it right?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Clarification on Surprise Strike, and "Surprised"

by **Welt** » Wed Apr 04, 2012 11:57 am

> *Flagg wrote:*So to summarize, Surprise Strike doesn't actually surprise the opponent, nor does it require him to be "Surprised" (as defined on p228),

It does not Surprise him. it requires him to be Surprised (Or this latter requirement obviated by equivalent effect)

> but Conceal Object combined with drawing a weapon can cause an opponent to be "Surprised". Do I have it right?

No, it allows you to act as if the target were Surprised, target itself isn't affected.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Clarification on Surprise Strike, and "Surprised"

by **Flagg** » Wed Apr 04, 2012 11:58 am

I'm totally confused. Can someone write up a quick combat example in which both Surprise Strike is used, as well as Conceal Object, and explain what state the opponent is in at any given time?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Clarification on Surprise Strike, and "Surprised"

by **Welt** » Wed Apr 04, 2012 12:30 pm

K, I'll try.

A) Regular Surprise Strike

Guard is patrolling wall.
Poorth the Thief flies up the wall and sneaks up on Guard from behind.
Guard's Per test to hear him vs Silent walk result fails.
Thus Thief gets to open the combat with regular Surprise, a "surprise round" happens.
Only one combatant can act, so Initative is moot this round.
Thief attacks Guard, Guard is at -3 PhD from Surprise.
Thief stabs guard from behind, but Blindside penalty is not applied, it is "included" in and superseded by Surprised.
Thief may use Suprise Strike for his damage test(s) this round, since his target is Surprised.
Let's say the Surprise Strike didn't kill the Guard, so Poorth is now in trouble, squishy Windling that he is.
"surprise round" is over, regular combat resumes.

B) Using Concealed Weapons
Next round, now a regular combat round.
Thief probably wins Initative (probably higher Dex and lighter armor than Guard)
Thief produces a previously concealed weapon (regular draw weapon action, simple action)
Guard fails his Perception test to notice the weapon.
Guard is not surprised as such (he still sees Thief, knows Thief is there and can attack Thief)
However, Guard will not see the attack coming (where DID the Windling hide that thing anyway? O.O)
This is represented by Thief resolving his attack *as if* the target were Surprised.
This at the very least means Surprise Strike is usable, probably also that attack is made at -3 to Guard's PhD
(The Guard's PhD isn't *actually* at -3 though, If there were other attackers they would use normal PhD. Only thief benefits.)
Thief stabs Guard. Surprise Strike knocks Guard unconscious.
"I used to guard the loot, but then I took a Windling Sword to the knee. *THUD*"
If Guard had remained conscious, Guard could have attacked Thief normally this round.
Damn Windlings, always rolling dragon-slaying amounts of damage with their pinpricks. -.-

That help? (Also, corrections/factcheck welcome)

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

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Re: Clarification on Surprise Strike, and "Surprised"

by **Flagg** » Wed Apr 04, 2012 12:50 pm

Yes, that does clarify things for me nicely, thank you. I don't think the stuff in the book makes this clear, though.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Clarification on Surprise Strike, and "Surprised"

by **Welt** » Wed Apr 04, 2012 12:57 pm

> *Flagg wrote:*Yes, that does clarify things for me nicely, thank you. I don't think the stuff in the book makes this clear, though.

Glad to help.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

- Private message

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Combat Movement

by **GMJames** » Sun Mar 25, 2012 5:27 pm

I recently started playing an Earthdawn campaign and purchased the complete Third Edition books set. I have not been able to find rules associated with combat movement. Is there a location that details how characters engaged in melee move with respect to each other?

For instance; If a character can move their entire movement rate and then take a standard action, what prevents the initiative winner from running to the blindside of an opponent each round before attacking?

GMJames

Posts: 5
Joined: Sun Mar 25, 2012 5:23 pm
- Private message

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Re: Combat Movement

by **Flagg** » Sun Mar 25, 2012 5:33 pm

This may not be the official word, but I always assumed that under normal circumstances an opponent can always keep himself facing his opponents unless he is surrounded, or nearly so. Initiative is an abstraction. Characters are not actually frozen in time an another character's turn; I think they should be able to pivot to face their attackers, within reason.

Of course, if a character is snuck up on, or is otherwise explicitly not aware of an opponent at his rear, that would override the above.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Combat Movement

by **GMJames** » Sun Mar 25, 2012 6:26 pm

That is the way we played it for the first session. Without "attack-of-opportunity" rules though, engaging and disengaging opens up a lot of opportunity for simply flowing through a battle and moving to opponents already engaged but with their backs toward you.

GMJames

Posts: 5
Joined: Sun Mar 25, 2012 5:23 pm

- Private message

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Re: Combat Movement

by **Telarus_KSC** » Sun Mar 25, 2012 7:00 pm

The movement rules are light. Right now you're playing as intended (characters will re-face to threats dynamically unless an effect overrules their awareness of the threat). From my experience with earlier editions, characters with high initiatives would bounce around a combat a lot.

One of the optional rules that add back the tension to those moments is Movement by Initiative: every hex moved drops your initiative result by 1 (if you drop to another character's Init, they get to take an action against you).

I've been considering some other optional rules to go along with my Mass Combat system, but I'm still working them out.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

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Re: Combat Movement

by **GMJames** » Mon Mar 26, 2012 5:49 pm

Consider these possibilities and discuss...

1. I like the assumption that engaged opponents choose their facing. Facing change should be a simple action that can be made at any time, but only once per round after reacting to the primary opponent. This means you get a facing determination when you engage with your first opponent and them another to adjust once more per round.

2. If an opponent is engaged entirely from a blindside, then roll an ability or skill check opposed by opponent to determine if attack is detected. If not, then engage and attack once from blindside. Then allow facing change. If detected, allow facing change.

3. To disengage from melee should require a standard and move action. This prevents strafing attacks by speedy characters with high initiative rolls. One could also choose to run instead of normal move, with run penalties. It does not prevent split move, which has its own penalty.

4. No attacks of opportunity, but movement through more than one opponent's reach in a round incurs a penalty of harried.

GMJames

Posts: 5
Joined: Sun Mar 25, 2012 5:23 pm
- Private message

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Re: Combat Movement

by **Telarus_KSC** » Mon Mar 26, 2012 7:13 pm

I just read this in a thread on RPG.net and I liked it (especially alongside the Move-by-Init rule):

Hexes alongside able threats ("threatened hexes") count as Hazardous Terrain. You could have each such hex cost 2 movement points. Or use part of the Impaired Movement rules (Player's Guide, p228). I like the Dex tests for Medium (5) and Hard(7) terrain, where failure stops movement.. but the book rules subtract a mod from your whole move rate for the round (depending on situation).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Combat Movement

by **arma** » Tue Mar 27, 2012 11:34 am

> *GMJames wrote:*Consider these possibilities and discuss...
>
> 1. I like the assumption that engaged opponents choose their facing. Facing change should be a simple action that can be made at any time, but only once per round after reacting to the primary opponent. This means you get a facing determination when you engage with your first opponent and them another to adjust once more per round.
>
> 2. If an opponent is engaged entirely from a blindside, then roll an ability or skill check opposed by opponent to determine if attack is detected. If not, then engage and attack once from blindside. Then allow facing change. If detected, allow facing change.
>
> 3. To disengage from melee should require a standard and move action. This prevents strafing attacks by speedy characters with high initiative rolls. One could also choose to run instead of normal move, with run penalties. It does not prevent split move, which has its own penalty.
>
> 4. No attacks of opportunity, but movement through more than one opponent's reach in a round incurs a penalty of harried.

It's not supposed to be that tactical, but if you like it that way:

1) Consider the Action Cap rule, and apply changing facing out of turn to the maximum Simple Actions allowed. If you

end your turn without any Simple Actions left, you're out of luck, having overextended yourself.

2) The thought is to apply blindsided only when you're actually not aware or occupied otherwise (see the Distract talent, where you're treated as Blindsided regardless of whether you're attacked from behind or not -- Blindsided can represent something other than actually being Blindsided). If you want to stress movement tactics, I'd allow blindsided primarily if there's an actual "flanking" situation, with only the "slow" combatant getting it. That way, there's also reasons for a good fighter to delay attacks if he benefits from a weaker fighter distracting the target, for the purpose of a better chance at an Armor-Defeating Hit or bypassing a shield.

3) Have a look at the Fleeing From Combat Optional Rule
It's something completely different, but maybe it's something you might consider.
Or a variant on it, such as making Fleeing a combat option that you have to declare before Initiative. Then, if your Initiative isn't higher, you can't flee, but are Harried.

4) I'd rather go for Telarus' suggestion. You'll often want to have multiple opponents on an adept, so you'd either have to be very specific if it's entering or leaving hexes, etc..
Also, on an overall level, if you penalize people for movement, they won't move. So all your tactical movement rules won't actually come up really. (Which is one of the reasons we didn't add opportunity attacks when introducing a more battlemap oriented movement system. Along with that there's quite a lot of attacks in ED already.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Combat Movement

by **GMJames** » Tue Mar 27, 2012 9:04 pm

Arma - We have never played Earthdawn rules before, so this may be an odd question. But you mentioned combat was not supposed to be that tactical. How do you avoid that? Do you play without miniatures to represent position and just talk it through?

GMJames

Posts: 5
Joined: Sun Mar 25, 2012 5:23 pm
- Private message

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Re: Combat Movement

by **Flowswithdrek** » Wed Mar 28, 2012 4:31 am

As an EarthDawn GM I don’t use miniatures very often. I do use them on the rare occasion that I feel warrants it however, say at the end of a long campaign were rather than some powerful individual there is to be a large battle, and tactics, not just the player characters' abilities, may determine the outcome.

I find simply including miniatures on the gaming table forces the use of tactical play over the storytelling aspect of

describing the melee, which is my preference. The last time I broke out the miniatures my players got a bit confused as they normally describe their character action which seemed to get replaced by simply moving a miniature – they just weren't used to it and it changed the game considerably.

Flowswithdrek

Posts: 38
Joined: Wed Nov 23, 2011 12:51 pm

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Re: Combat Movement

by **galafrone** » Wed Mar 28, 2012 6:18 am

on the opposite i like all the hints and suggestions that are coming out from this thread, since we always play on battlemaps (with squares or hexes) and we use colored dices for "miniatures", with some kind of "facing" interpretation

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Combat Movement

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Re: Combat Movement

by **Flagg** » Wed Mar 28, 2012 6:54 am

> *Flowswithdrek wrote:*I find simply including miniatures on the gaming table forces the use of tactical play over the storytelling aspect of describing the melee, which is my preference. The last time I broke out the miniatures my players got a bit confused as they normally describe their character action which seemed to get replaced by simply moving a miniature – they just weren't used to it and it changed the game considerably.

Taking a cue from Exalted's "stunts", I give my players a 1-3 step bonus for describing their actions. It's carrot-and-stick, but it works, and using miniatures or not, it really cuts down on "I hit him again" and makes things more interesting.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Combat Movement

by **arma** » Wed Mar 28, 2012 12:12 pm

> *GMJames wrote:*Arma - We have never played Earthdawn rules before, so this may be an odd question. But you mentioned combat was not supposed to be that tactical. How do you avoid that? Do you play without miniatures to represent position and just talk it through?

Using miniatures and battlemaps is something we added to 3rd edition without implementing it into the rules to an extent other games that use them do. We added it because some of the groups wanted it, but we didn't integrate it fully or made it something you couldn't do without because the fanbase wanted things to be similar/compatible to the older editions.

Previously, ED had 10-second rounds (instead of 6) and you'd have combat movements of about 35-45 yards depending

on DEX value (yes, you're reading this correctly, 35-45 yards in combat) or full movement of double that at no penalty except that it cost your Standard Action, so you couldn't fight. Movement rarely was an issue except to see who could run faster, though the movement values would vary more (it was more than a racial stat, you'd take your DEX value and modify it for race, e.g. humans had just their DEX, orks DEX+1, windlings DEX+2 or so for flight and DEX-8 for walking). This also solved the running away problem, to a degree. If not every human can move 6, but if it depends on DEX instead, then the one with the higher movement invested into running fast, so there's no problem in letting him get away, he paid for it, after all.

Thus, the main focus of tactics was (and is) combining different talents, or the choice of what to use. And you can still play it that way, handwaving the specifics of movement, because it's not a necessity to be precise about it, as there are other options for combat tactics, and because you don't need to represent movement to play the game. Depending on the combat you run, movement may not even come up. If it's a group of adepts against a Horror, movement doesn't play a big role, and you won't even need area effects. If there's area effect casting and a lot of opponents, you can benefit from a battlemap, but it still works without one.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Combat Movement

by **GMJames** » Sun Apr 01, 2012 3:55 pm

Thanks for the advice and reviews! We ended up taking chunks of your movement thoughts and developing them into rules that allow the use of miniatures (which we like) but reduce the opportunities to get in-between the holes in the rules and exploit. As we play test them, I will post them so that others who desire to retain miniatures for combat situations may employ.

GMJames

Posts: 5
Joined: Sun Mar 25, 2012 5:23 pm
- Private message

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Combat Questions

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Combat Questions

by **Telarus_KSC** » Tue Apr 17, 2012 12:00 pm

I've had some combat ideas in my head. As a GM I'd like to get outside opinions, but this is applicable for any player or gm who has Earthdawn experience.

Initiative has been on my mind. It's the *"Please wait, Loading..."* screen of tabletop combat.

There are some interesting systems that other games use (the cards in Savage worlds, and the emergent play in Reign/ORE games), and I also tinkered with a Bidding design... but I'm on to some other thoughts. These revovle around the idea of "taking/seizing the Initiative". Then I read this blog post, and it crystallized some of those ideas, thus the need for feedback.

1) I'd like to free up Movement from the strict Init order. **What if you could let an ally unit take a Move Action on your turn for a -1 to your Init Result (& possibly a -1 Mov that turn) ?** Would that be fun? They would start their move on your new Initiative, and finish it on that Init Count minus the # of hexes moved.

Suddenly, while everyone is staring at the Warrior Airdancing across the battlefield, the enemies' tactician notices that his troops have covered 1/3 of the ground themselves, and have brought their calvary to the flanks!! Another side to this, is if two characters are racing towards something (or chasing after each other), you can use the distance to the target in Hexes as a penalty to the Initative roll, having both characters moving at the same time.

2) I'd like to "take the Step" more often for NPCs, especially non-central characters, to speed up the "initiative crunch". As such, I realize that some of the randomness will go away. **What if the character who "Wins Initiative" (rolls highest that round) sets all of their allies at the allies' Init Step +4?** Would that be cool? Boom, roll Leader vs Leader (highest init vs highest), done. Move on to resolving the combat round.

The +4 trading back and forth will generally mix up the order enough to "feel random", I think... and this still encourages characters to buy Air Dance and Tiger Spring (many other ideas I had ran into trouble spots with those Talents).

3) I'd like to encourage collaborative play by the PCs. **What if each character who has taken their Step (and with a +4 if their side 'Has the Initiative') can freely swap their Init with others?** Another way to think of this is that each Init Result is a "slot" where one character can take a full Action. The PCs can collaborate on who goes where when, who's in or out of the AoE, etc. Conversely, the enemy Wizard can spend low Init slots threadweaving, and a more robust Init slot casting the spells.... if he's got minions to help him out.

Thank you for any feedback of these ideas in isolation or used together.
Last edited by Telarus_KSC on Tue Apr 17, 2012 9:52 pm, edited 2 times in total.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Re: Combat Questions

by **Flowswithdrek** » Tue Apr 17, 2012 1:57 pm

Interesting ideas you have there, swapping initiative might work if your characters are leaders or command character, directing the actions of others. That's one that needs play tested, it could even work within a small group if the players agree one of them is the groups leader..

I've been coming up with similar thougts lately for a game mechanic I've been thinking about. My basic idea was that one person or group wins initiative and gets a bonus to their first action rather than simply just going first, then everyone gets stuck in, then the damage is dished out. Also to encourage the players to actually 'take the initiative' I was thinking of a further bonus, too often I find the players wait to be attacked first. Not sure how even that would work in practice.

Flowswithdrek

Posts: 38
Joined: Wed Nov 23, 2011 12:51 pm

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Re: Combat Questions

by **slayride** » Tue Apr 17, 2012 2:11 pm

heh heh sounds like Savage Worlds. In Savage Worlds, they use a deck of playing cards to determine Initiative. If the player draws a Joker, they can act at any point in the round they want and gain a +2 Test and damage bonus. Then in order ace --->deuce with ties as spades > hearts > diamonds > clubs.

Its very Skirmish based, Player Character Game Master allies are controlled by the players as Extras. And the game has quite a number of Leadership style edges for this. The Tactician edge allows for them to draw cards from the deck before a fight, and then use them to replace an ally's Initiative card during any round they want.

Applying this to Earthdawn...Well you could start with a leadership character using the Tactics talent/skill/half-magic against the enemy. In addition to the normal effects, with each success achieved, you could then swap two initiatives of allies. So on an Average result, one swap, and up to four on an Extraordinary result. The person with the highest Initiative in a round could gain a +2 bonus to one action/damage on their turn as well.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

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Re: Combat Questions

by **slayride** » Tue Apr 17, 2012 2:22 pm

As for my games, the Initiative is usually taking the step except for Air Dancing characters who must roll, half the characters take the step, others prefer rolling. The enemy types have changed too with a new category.

Standard enemy

Mook.
Takes a number of Wounds to bring down (1 or more) or goes KO.

Minion.
Does not take Strain damage, all strain costs are 0.
If the minion takes 1 damage point after armor is applied, they go down.

The newest category speeds up play by quite a bit, as usually any attack that lands from a Player Character is lethal or ko (attack to stun). And since they don't take strain, and I try not to use abilities that have strain, so no keeping track of damage for them.

Minions are essentially mobile terrain as Ted call's them, meant to harry and harass PCs but not generally a threat in and of themselves.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

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Re: Combat Questions

by **slayride** » Tue Apr 17, 2012 2:30 pm

I've also been using playing cards for Initiative. Each character is given a suit of cards. Take your initiative or roll to get your result. Then take the card(s) out of your suit. Like 22 could be a king, queen, and a 2 flipped up. You place your card(s) face up at the start of the round, then flip it down after acting. Held, reserved actions are tapping the card sideways, magic style. Characters that have a secondary Air Dance attack get dealt a Joker that is used at the end of a round after everyone else has acted. Once all cards are face down, new Initiative turn. It works real easy with Game Master characters, simply take their Initiative Step and flip the same numbered card over and over, unless they gain penalties which will move the number down. The biggest thing is that they are easy for the Game Master to see, so you look at your cards and the players and see who goes first. For example my minion might have a 6 initiative, so I flip a 6 face up for him. If a minion is Harried they get a 4, Knocked Down a 3, so on. It might not seem fair that all the minions get punished for one penalty, but it is much easier than keeping track of them separately.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

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Re: Combat Questions

by **Telarus_KSC** » Fri Apr 27, 2012 10:41 pm

Thanks for the replies, guys. I hear you on the Leadership/Tactics angle, this idea was obviously going to brush up against them in design space and that's a good opportunity for awesome to happen. Here's the thing, tho...

While that's perfect for GM Leaders w/ Mooks, and for Mooks controlled by the PCs... Tactics burns a character's action for a round. I wanted to set the Party apart as the focus of these mechanics. The players shouldn't have to consult more rolls just to use the mechanic, they should just get to. I can see some seriously cool Tactics knacks coming out of this, but I want to hammer out some good base rules.

So, let's re-frame the rules propositions with that presentation in mind.
In the below, I'm assuming that "groups of Mooks" are "one character", as per my Mass Combat system.

ROLLING INITIATIVE
In our proposed Skirmish System, each side* of a conflict rolls 1 Initiative Dice Pool as an Initative Test, with the winner "Taking the Initiative".
(*Sometimes the Party might have to split attention, meaning running two separate conflicts with 2 sides a piece, etc.. this should be rare and not really slow down play from the proposed system).

Players may freely choose who rolls for their side, on the assumption that the PCs are heroes who are watching each other's backs.
The GM will usually have an NPC picked to roll Initiative for the antagonists side, (often this won't even be a 'front line' character).
Everyone else's Initative Step is placed to the Initative Pool for their side, these values will be spent one per character as the round progresses.

The chosen Leaders now roll off, allowing for Talent/Karma use as normal.
The winner of this contested roll "has Taken the Initiative", and will declare an action to happen on that Initiative Count.
All of the scores in the Initiative Pool for the winning Leader's side get a +4 modifier.
The character who wins the Initative Test may also apply a +2 modifier to two separate Tests made that round (see below for other uses of the +2 bonuses).

**This is simple enough that the GM can line up Initiative Steps of the encounter well beforehand, and taking a +4 to either side in turn, can easily sort Init Steps to see how many actions each side gets before the other responds. See below for the complex cases.

SPENDING INITIATIVE

Each side may spend initiative, starting with the character who has won the Initiative Test (who must act on their rolled Initiative), then proceeding in any order desired.
The GM decides which character uses Init Scores from the NPCs pool (starting with the Leader who lost the Initiative Test, unless a different NPC "buys" a higher score - see below).
The Players decide which character uses which Init Score from their own pool in any order they wish, and are encouraged to discuss tactics briefly.
This open tactical discussion is to encourage PC collaboration (and allows the GM to react in kind with a bit of tactics).

The character with the current Initiative Score announces their action briefly (modifying their Result for Allied Movement or other mods, see below), and then resolved their turn.

ALLIED MOVEMENT
The current (not Interrupting or Aiding) character may also allow allied characters (Friendly or better) to Move on his or her turn by modifying his own Initiative Result.
For each point of Initiative spent, an allied character (Friendly or better) may move 2 Hexes (4 yds).
Characters moving outside their turn cannot take Standard Actions.
Movement for all these characters and the directing character's Action(s) happen on the new Initiative Result.

AIDING AND INTERRUPTING
If one or both sides have Initiative Steps in their pool above the winning Result (modified for allied Movement), a character on that that side may Aid or Interrupt the character who won the Initiative Test.
Interrupting Characters may prevent the acting characters from achieving their goal, or attempt to disrupt that characters actions (apply a -1 mod for each Hex moved by an Interrupting character if using that Optional Rule to see if they can get to the acting character in time).
The character who has "Taken the Initiative" may spend one of his +2 modifiers on his own Initiative in response to another character Interrupting, too keep the initiative and act first.
Aiding characters may in turn intercept an Interrupting Opponent if their Initiative Score is high enough, and may Move and Act without costing the current Character points of Initiative.

If not Interrupted, the character who has Taken the Initiative (and any Interrupting or Aiding characters) have now completed their turn and spent their Standard Action(s).

Each side will now put forward their highest remaining Init Score, deciding which character will act next.
Resolve the new 'current Character' and any Aiding or Interrupting character's Actions before moving to the next highest Initiative Scores remaining in the pools.
One the Pools are empty, proceed to the next round with a new Initiative Test between the sides to see which character Takes the Initiative.

NOTES

Some characters with Initiative boosting talents, like Tiger Spring, may trigger them in attempts to Interrupt or Aid (along with trying to Take the Initiative or during their normal turn).
These powers add their Rank (not Step) to the Initiative Score used from the Pool for the acting character (with Tiger Spring being the template for further powers) at normal Strain Cost, or added as normal when making the Initiative Test for their side.

Air Dance is now an exception, and requires some house-rules:
--If used for the Initiative Test, the Air Dance user must declare a target and their intention to melee, and then record Strain and roll as normal. The user must use this as their Initiative Score (it does not go back into the Pool if they loose the Initiative Test). After the Initiative Test, proceed as if the player triggered it on their turn.
--If used during the remainder of the Round, the user records Strain and adds the Air Dance Rank +modifiers (not Step) to the Initiative Score chosen out of the pool, much like Tiger Spring. The user must declare an Air Dance melee attack at an intended Target. The target must respond by selecting an Initiative Score from their own pool (modifying it with the their own Talents).
--If the Air Dancing character wasn't rolling for Initiative at the start of the turn, and still has a higher Initiative than his opponent, he makes an Air Dance check against the opponents current Initiative, otherwise compare the existing Score.

If the Character has Taken the Initiative, he may spend one of his +2 modifiers on this Score.
--If the Air Dance Result is double the opponents Initiative Score, the Air Dancing character may take one action immediately following his opponents action (note, the opponent might lower their own Init Score to allow Allied Movement, etc).
--These Air Dance rule are the obvious point for changes based on playtesting.

This sets up a cycle where we decide who goes first up front and quickly, and then play out a character's declared action + responses before moving to the next Initiative Score. Allied Movement allows characters to position allies to threaten areas or opponents, forcing them to move out of range, etc.

What do you think?

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

Craft questions

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Craft questions

by **Darksyde** » Tue Mar 13, 2012 3:47 am

I've been having a little trouble zeroing in on players making magical items. I know it's not an issue for a starting game but I know a few players that like to craft I want to get a jump on but I had a couple questions.

What sections in what books are most important?

Since you can't Forge Weapon a threaded item but it mentions weapons that have been forged being a good starting point dose the Forge Weapon bonus become permanentonce the weapon is turned into a magic/thread item?

Darksyde

Posts: 27
Joined: Sun Jan 29, 2012 12:45 am
- Private message

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Re: Craft questions

by **galafrone** » Tue Mar 13, 2012 4:28 am

it becomes permanent, but has to be made as 1st thread bonus in the newly enchanted magical (weapon).
it cant be made on subsequent threads.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Craft questions

by **EDChronicler** » Tue Mar 13, 2012 4:59 am

Player's Companion - Chapter 21: Enchanting (Pg. 153)
----- * This covers most of the aspects from a player's point of view.
----- * Page 154 covers the application of Forge Weapon being used to "provide much of the magical energy imbued" in the last paragraph under Creating or Obtaining the Materials.
----- * Page 155 has a section titled, Enchanting Modifiers, which covers the crafting modifiers to enchanting.

Gamemaster's Companion - Chapter Six : Creating Magical Treasures (Pg. 46)
----- * This part is primarily for GM's quick design of Thread Items, however, it can also be used to give you a better guideline than just looking at thread items for how to help your players create a more balanced Thread Item.
----- * The sectioned list on pg. 49 lists the forge weapon bonuses and as stated they are only applied to the first thread rank of Thread Weapons.

An attempt to help clarify some things: Forge Blade talent applications are usually the first part of most Thread Weapon magical processes and as such should be the first rank. Creating a "forged blade" effect anywhere else seems wrong in so many ways, the first being why would the blade suddenly show that it was forged at thread rank seven ? Plus, keeping it at the first rank just makes more sense. My recommendation is, if you don't want the "Forged Blade" application in the first rank because it doesn't fit your item's story, then look into other effects and simulate the bonus in another rank in that manner, such as, +3 steps to blade damage due to infusing the blade with True Elemental Earth, or +3 Steps fire damage for 1 strain after imbuing True Elemental Fire or using a Sixth Circle Elementalist Fireweave spell to imbue the sword with said ability. Or if you are using a wooden sword, using the Wizard Spell Iron Hand to imbue a +3 step bonus. There are so many possibilities with how to find alternatives if you need the first rank for some other "concept" purpose.

EDC

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Crafting arrows and bolts using Craft Weapon Skill

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Crafting arrows and bolts using Craft Weapon Skill

by **gortatrien** » Wed Feb 15, 2012 2:04 pm

On page 95, the description of the Craft Weapon skill says to use the size and damage step of the associated weapon to craft the number of missiles listed in the Missile Weapons table.

The example then has the medium crossbow bolts taking 4 days to create and blowgun needles taking 1 day to create. Shouldn't those be 9 days (4 size + 5 damage step) and 2 days (1 size 1 damage step)? Or is the example right and the description wrong?

gortatrien

Posts: 6
Joined: Mon Nov 21, 2011 3:44 pm
- Private message

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Re: Crafting arrows and bolts using Craft Weapon Skill

by **arma** » Wed Feb 15, 2012 3:01 pm

Yeah, that's been there from the last edition.
I'd go with the example here.
I'll put it on my errata list.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Crafting arrows and bolts using Craft Weapon Skill

by **thezombiekat** » Sun Feb 19, 2012 10:49 pm

Ouch, it is as hard to create arrows as a bow, bow making historically was a specialist skill, while arrows where churned out in there hundreds by semi-skilled labour. Well guess it’s the price we pay to avoid unfun levels of complexity.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Crafting arrows and bolts using Craft Weapon Skill

by **Anunnaki** » Mon Feb 20, 2012 12:35 am

Just confirming Arma's note.

Missiles use the Size and Damage Step of the weapon. It takes a number of days equal to the Size and a Craft Weapon roll against the Damage Step+6 to make XX missiles. The example is correct; the text is missing some explanation.

Take kaer, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: Crafting arrows and bolts using Craft Weapon Skill

by **Telarus_KSC** » Mon Feb 20, 2012 11:59 am

Ooooh, that makes sense now.

You could use the "Default skill" rules (one additional Result Level if untrained), solely for regular bolts and arrows.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

Create Thread Item

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Create Thread Item

by **Dougansf** » Thu Jan 26, 2012 11:46 pm

I've been reading the Enchanting section, trying to get a handle on how it's done in preparation for my Weaponsmith getting the Knack. I'm curious about a few different things.

First, what Thread Items can a Weaponsmith actually make (before they get Elementalism and count as a Magician)? Weapons and Armor make sense, what about Defensive, Mastery, and other Thread items?

Second, I believe I've worked out how long it takes to make a Thread Item from scratch. Please correct me if I'm wrong.

Making a Thread Broadsword:
Gathering Materials - 12.5 silver in self-gathered materials. (The text says "for each ingredient," but the table suggests only one bonus can be gained. Which is the case?)
Craft Weapon - 8 days of work. TN 11 (This counts as the Artisan skill for Enchanting bonus later. Does it require a separate roll at TN 9? Let's assume a Good result.)
Forge Weapon - 3 uses, 3 days each = 9 days of work. TN 14,15,16
Imbue with Magical Power - Did Forge Weapon do this? How is this done without the ability to manipulate Spirits, True Elements, etc?
Symbolic Elements - I understand this part, let's say the GM approves it.
Create Thread Item - any additional money? 1 month of work. TN of 15.

Total time: 1 month, 17 days.

Last edited by Dougansf on Fri Jan 27, 2012 6:28 am, edited 1 time in total.
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Re: Create Thread Item

by **galafrone** » Fri Jan 27, 2012 6:17 am

> Gathering Materials - **12.5 copper** in self-gathered materials

should be silvers imho

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Re: Create Thread Item

by **Dougansf** » Fri Jan 27, 2012 6:29 am

Good catch. Fixed, thanks.

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Re: Create Thread Item

by **arma** » Fri Jan 27, 2012 10:01 am

What Weaponsmiths can make:
Weapons, Armor, Shields, associated items. It's more about what comes out of it than what enchantment type or base item it is. For example, take a sword that doesn't get the standard Damage Step increase, but a +1 to Attack per Rank, or some bonuses to Parry. This is technically a Mastery Item and follows that template, but the Weaponsmith can make it, because it's a weapon and it gets "weapon bonuses". If it were a quarterstaff

that gave bonuses to Spellcasting and Willforce, while the base item would be a weapon, it's not a magical weapon intended to be used as a weapon. It would be something for a Spellcaster to enchant. Once the Weaponsmith gets Elementalism at 9th Circle, he becomes familar with these things, and could make the staff. Just the same, he could enchant a blanket to give some weapon bonuses to work like a net, or for parrying. It's a blanket, but it's intended to be used as a weapon.
So, if it's intended to hurt people or defend yourself from being hurt, in physical combat, the Weaponsmith should be able to make it. If it's supposed to have some exotic ability the Weaponsmith would not normally know about, he may have to involve someone else, or he may require special ingredients (that's where these come in).

Now, on to your item, I'll pick up the individual points:
(Note: "craft" = making the base weapon, "forge" = using Forge Weapon to make it +X)
Materials: It's not half the price for the broadsword, you can totally neglect this (I think the rules even suggest neglecting it). You need half the Enchantment Cost, which you'll find on the table on p. 275 PG. So, he needs 2,000 silvers worth of material. However: Enchanting assumes you _buy_ a forged weapon. But the Weaponsmith forges this himself in your example. Normally, an Enchanter would have to buy the forged +3 broadsword for 1,000 silver (per talent description: 250+250+500). This, you can subtract from the 2,000. So he needs a total of 1,000 silvers worth of _other_ materials, these are used to create the "permanent forging" effect. Maybe this is orichalcum, maybe some other stuff. He either buys this, or gathers it. If he gathers it, it's essentially all free.
(This is also why there's a difference between 1H and 2H weapons, and between light and heavy armor. The table on p. 275 already has the increasing cost for forging figured in. The actual non-forging enchantment for them is the same, though: it's the same for th Enchanting rules if it's a 1H or a 2H weapon, just the forging part differs.)
Gathering: He actually just needs the one material, orichalcum. He only gets the modifier for gathering himself for stuff he actually needs, so it's a maximum of -1. However, some items require several types of true elements, these would stack. Also, if you determine something special is required for special effects (say, the weapon is to have both ice and fire damage options, so you'd need two types of elements), then this also stacks. It must be required by either the item's rules or the GM, in any case.
Crafting base weapon: 8 days, TN is 10 (Damage Step of 5 + 5). This counts as crafting the base item (-2 enchantment modifier), but not as the artisan skill use--it's just a plain old sword. You'll have to make an additional test and add a bit of time to fancy it up, and make another test vs. 9 (and you need to count result levels, because it's -1 per Result Level...).
Forge Weapon: Yes.
Imbue: Partly. Forge Weapon gave you 1,000 worth of magical power. But that will fade in a year. You now need to imbue it with some more to make it a permanent thread effect.
Actual Enchantment: Yup, 1 month.

Now, you can't for certain determine the actual Enchanting DN, because the Artisan Test might modify it by 0 (failure) up to -4 (Excellent Result).
Time, you may or may not have to figure in time for gathering. If you're going to hunt for orichalcum, that may well a a couple of weeks or a month. If you by chance found some, it's none. Also, the artisan test does require time, and the fancier things are supposed to be, the longer this may take. It's on the low end, however, one to three days maybe.

So, weapons and armor are a bit more complicated if you can forge yourself.
However, just keep in mind: This is technically not one enchanting process, but two different processes. One makes a forged +3 weapon. The other takes a forged +3 weapon and enchants it to be permanent, but threaded.

What a threaded broadsword actually costs can differ a lot based on what you bring to the table.
You can:
Buy the whole thing: 4,000.
Bring in a forged weapon and have it enchanted: 3,000 (4,000 - forging cost).

Enchant it yourself, but don't forge: 2,000 (1,000 for buying the forging, 1,000 for orichalcum)
Enchant and forge yourself: 1,000
Enchant and forge yourself, and gather the materials: 0
Or some variant, maybe you only got half the required orichalcum and need to buy some more. Or you can only forge up to +2 and have someone else finish it up to +3.

It's complicated

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Re: Create Thread Item

by **Dougansf** » Sat Jan 28, 2012 12:04 pm

Thanks Arma. It's very complicated, and reading it is very circular. I'm working on making a spreadsheet to tally the numbers and results to work out the Enchanting TN automatically. I've already done it for Crafting and Forging.

So any Physical Defense, or physical attack/defense Talent is fair game. But Spell and Social(?) are not available at this time.

Interesting that a weapon can be a Mastery Item. I like the idea of an Accurate weapon (+Melee Weapons). Would that mean that the bonus damage from Forging would go away after turning into a Thread item?

Materials: While the rules for Enchanting tell you to ignore the base cost of the item, if I do the crafting over enough time, and adventure in-between Forging attempts and the Enchanting process, then I need the starting investment to make the weapon in the first place. I agree that once the Forging is maxed, then it's a 1000 silver component (not 1012.5). If I get enough down time to do all of this at once, then I'll ignore the original Crafting cost.

Speaking of the costs for 1H vs 2H weapons, how does that apply for Size 4 weapons like Troll Swords?

[b]Gathering:[b] Wait, Orichalcum is required? I thought it was just the most common, and for the most powerful items?
But a Weaponsmith can't Create or Purify Orichalcum or Gather True Elements until Elementalism. I suppose he could mine them, and then pay someone to refine it for the item (thus covering the remaining cost needed in the Imbue step).
There's the "Combining Magical Ingredients" section that implies that there are a variety of items that could be used (Wyvern skin, gems, etc). This seems to be in the reach of Weaponsmiths, but it's the least defined method.

[b]Crafting:[b] Yes TN 10. Apparently my eyes slipped and read the TN for Troll Sword. Could Craft Weapon be used as the second Artisan roll as well, or does it have to be a "real" Artisan skill?

[b]Imbue:[b] See comment in Gathering about paying the Elementalist to refine the materials into something I can use.

The Gathering time is too variable (at this time) to rely upon for these purposes.

Right, 2 processes. But I can do both of them now, so I'm looking at the streamlined method for best case scenario.

Being able to make a Thread Weapon at 1/4 cost is nothing to complain about.
Since the big Enchantment bonuses come from Crafting and Artistic, I may settle for buying 1000 silver of magical components and a little under 2 months of work.

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Re: Create Thread Item

by **arma** » Sat Jan 28, 2012 2:58 pm

> So any Physical Defense, or physical attack/defense Talent is fair game. But Spell and Social(?) are not available at this time.

Why wouldn't they? Your magic defense is part of many armors and shields, and some types (especially from Namegivers of Barsaive) have a social component. I'd draw the line on something that's farther removed from "protection". Like a Wood Skin or Spellcasting bonus. But even those you can circumvent by using special ingredients. Like, you cannot make a sword with a Spellcasting bonus normally, but use a special rare ingredient in it, and you can. Also, if it's something you know as a talent, you could build it in, because you know the magics required. If you later go the Elementalist route, you will learn Spellcasting, and at that point it shouldn't be a problem to build a Spellcasting bonus into an item. Before that, you may need a piece of some critter, blood of a dragon, or something like that.

> Interesting that a weapon can be a Mastery Item. I like the idea of an Accurate weapon (+Melee Weapons). Would that mean that the bonus damage from Forging would go away after turning into a Thread item?

Yeah. If you want the forging bonus, you'll have to use a weapon template that provides it, or make a new design from scratch. You'll find in the item design rules in the GM Companion that you _must_ make the forging bonus the rank 1 effect if you want it (that is because the forging is built into the pattern, but enchanting rebuilds that pattern, so you'll have to work the forging bonus in as a major part). An item can have mastery type bonuses _and_ the forging bonus, but it's a custom design then. Templates are easily available to the players, custom stuff has to be worked out with the GM.
(It's to give players a bit more say in the whole thread item business. the templates are a minimum of simple stuff that you can produce with little GM interference. But they're not the limit. You can make General Treasure, or even work long term on items and make the Legendary, but the GM gets as say in this, so these rules and guidelines are in the GM Companion.)

> Speaking of the costs for 1H vs 2H weapons, how does that apply for Size 4 weapons like Troll Swords?

You use human standards, since it's linked to the forging cost, which go by times forged.

> Wait, Orichalcum is required? I thought it was just the most common, and for the most powerful items?

I just mean it's the _minimum_ required for anything that doesn't specifically say something else. It's all you need, in theory, though you can use other things if you want to. E.g. you can make the basic template stuff with just orichalcum and need nothing else. So if you instead use 10 kinds of different materials (and you totally can), you don't get a -10 modifier to the EDN (Enchanting Difficulty Number), just a -1. While you used 10 different things, 1 is all you actually needed. For the EDN modifier, only what you really needed counts in.

If, for a custom item or some of the common magic items that require two true elements (the ones where you have superscript letters along the EDN on the tables), it is decided you really need two different things, you can get a modifier from gathering both. Many blood charms also describe what they're made from, e.g. "this has a crystal set in orichalcum". That's two things you need, and if you gather both, you get -2 to the EDN. If the charm just says "this has a crystal" you can get only -1, since it didn't _require_ anything else, just the crystal.
You can have many more material requirements on heavily customized thread items. So you can reduce the EDN by a lot there. However, the more customized it is, the higher the item's Spell Defense and EDN will be, so you'll need the opportunity to reduce the DN, too!

> Could Craft Weapon be used as the second Artisan roll as well, or does it have to be a "real" Artisan skill?

Yeah, can be used twice. It's just used in two different functions, so you need to use it twice and make two tests.

> Being able to make a Thread Weapon at 1/4 cost is nothing to complain about.
> Since the big Enchantment bonuses come from Crafting and Artistic, I may settle for buying 1000 silver of magical components and a little under 2 months of work.

It's about what I'd typically require.
As a player, I'd consider doing something more special if the GM goes along with it for a Weaponsmith's personal weapon, because it's a great way to integrate your discipline with "just" the equipment. There's examples in the GM Companion on how to build an item piece by piece and have it become better over time, or make it th Heartblade, and so on. That's a bit outside the regular and simple Enchanting process then, and you might not even care about time or Difficulty Numbers then bus decide you automatically spend some of your free time working on it, and it gets better every Circle.
If that's an option for you depends a bit on how familiar your group is with the higher Circles and thread items, and ED in general. You can, in any case, always introduce such a special item later, or expand on your personal weapon by other means.

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Re: Create Thread Item

by **Dougansf** » Sat Jan 28, 2012 8:09 pm

> Yeah. If you want the forging bonus, you'll have to use a weapon template that provides it, or make a new design from scratch. You'll find in the item design rules in the GM Companion that you _must_ make the forging bonus the rank 1 effect if you want it (that is because the forging is built into the pattern, but enchanting rebuilds that pattern, so you'll have to work the forging bonus in as a major part). An item can have mastery type bonuses _and_ the forging bonus, but it's a custom design then. Templates are easily available to the players, custom stuff has to be worked out with the GM.

Okay, I didn't think to look in a GM book. I try to refrain from looking in them if I can help it. But I'll read through that section to learn how to set a goal, and retro-engineer backwards to the crafting stage.

> As a player, I'd consider doing something more special if the GM goes along with it for a Weaponsmith's personal weapon, because it's a great way to integrate your discipline with "just" the equipment. There's examples in the GM Companion on how to build an item piece by piece and have it become better over time, or make it th Heartblade, and so on. That's a bit outside the regular and simple Enchanting process then, and you might not even care about time or Difficulty Numbers then bus decide you automatically spend some of your free time working on it, and it gets better every Circle.
> If that's an option for you depends a bit on how familiar your group is with the higher Circles and thread items, and ED in general. You can, in any case, always introduce such a special item later, or expand on your personal weapon by other means.

The piece by piece working sounds great. I definitely have to read that section.
I certainly am planning on a Heartblade (or rather a Heart-Troll Poleaxe for my Obsidiman). But I wanted to know what other things I can make (for myself and the party) in-between Heartblade sessions. Especially non-weapon items, since that will be covered by the Heartblade.

Thanks again.

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Re: Create Thread Item

by **Dougansf** » Wed Feb 01, 2012 11:28 pm

> Also, if it's something you know as a talent, you could build it in, because you know the magics required.

Interesting. Would it be possible to put an assistant's Talent into an item in a similar way?

Speaking of assistants, there doesn't seem to be a mechanic for working in concert with someone (not just for Enchanting). Everyone has to get by on their own Talent, Skill, etc. Have I missed something, or could you recommend something?

> Yeah. If you want the forging bonus, you'll have to use a weapon template that provides it, or make a new design from scratch. You'll find in the item design rules in the GM Companion that you _must_ make the forging bonus the rank 1 effect if you want it (that is because the forging is built into the pattern, but enchanting rebuilds that pattern, so you'll have to work the forging bonus in as a major part). An item can have mastery type bonuses _and_ the forging bonus, but it's a custom design then. Templates are easily available to the players, custom stuff has to be worked out with the GM.

Item design rules are pretty interesting. I do like the option of customizing the rank bonuses, instead of weapons just adding to Damage, for example.

A lot of the decision making remains in the GM's hands, but I like the collaboration aspect. Especially with Masterpiece items.

As an aside, the Players Companion Index says Create Common Magic item is also available to Thread Smithing, but the Knack description does not. Which is true?

> (This is also why there's a difference between 1H and 2H weapons, and between light and heavy armor. The table on p. 275 already has the increasing cost for forging figured in. The actual non-forging enchantment for them is the same, though: it's the same for the Enchanting rules if it's a 1H or a 2H weapon, just the forging part differs.)

I did some math and discovered that certain Weapons and Armor being fully Forged is equal or greater than the Typical Thread Item Enchanting Cost.
Size 6 melee weapons are 3000, a Size 7 would be 4000. Size 5 Ranged are 2250 (250 more than Enchanting). Forged Crystal Plate is disgustingly expensive.
Then I read about the different levels of Thread Items in the GM Companion, and bumping these up to Rare Thread Items takes care of the issue.

All the same, does this mean that there are no Typical Thread Size 7 melee weapons, or Size 5 ranged? Would there be any benefit from "overpaying" like this?

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Re: Create Thread Item

by **arma** » Thu Feb 02, 2012 7:23 am

> Interesting. Would it be possible to put an assistant's Talent into an item in a similar way?
>
> Speaking of assistants, there doesn't seem to be a mechanic for working in concert with someone (not just for Enchanting). Everyone has to get by on their own Talent, Skill, etc. Have I missed something, or could you recommend something?

Assistance and collaboration are totally possible.
Just as an example, an Elementalist can enchant your thread broadsword, but he couldn't do the forging. He'd have to get that from a Weaponsmith. He can buy it, or they can both work together. Likewise, if you chose an ice damage special effect for a weapon, you could achieve that with weaving in true elements. An Elementalist could weave it in, and the Weaponsmith could then make the enchantment. Similarly, you can use a Wizard spell as an effect base and have a Nethermancer do the Enchanting.
There's no way to split the final enchantment test, though. So you'd have to designate a primary enchanter, preferably the one who gets the bonuses from "doing things yourself" like Artisan Tests and Gathering. But: You'll have to look into how much time the "assistant" has to invest, and make a call on that.

> As an aside, the Players Companion Index says Create Common Magic item is also available to Thread Smithing, but the Knack description does not. Which is true?

The table has it right. Must have been lost in layout somewhere.

> I did some math and discovered that certain Weapons and Armor being fully Forged is equal or greater than the Typical Thread Item Enchanting Cost.
> Size 6 melee weapons are 3000, a Size 7 would be 4000. Size 5 Ranged are 2250 (250 more than Enchanting). Forged Crystal Plate is disgustingly expensive.
> Then I read about the different levels of Thread Items in the GM Companion, and bumping these

> up to Rare Thread Items takes care of the issue.
>
> All the same, does this mean that there are no Typical Thread Size 7 melee weapons, or Size 5 ranged? Would there be any benefit from "overpaying" like this?

The price list in the Player's Guide is a bit rough and kept simple, otherwise we'd have to do it for each individual Size and so on.
On the other hand, they only apply to the templates, and these can be considered standard, simple to produce stuff. It is assumed a special vendor in a major city has some of these on the shelf, and offers them cheaper than a commissioned item would be. Rarity also plays a role in there. A 2H ranged weapon is cheaper than a 1H ranged weapon because there's a bigger market for threaded bows than for threaded spears, etc..

I'm a bit confused about your numbers, though. Are you comparing the Forging cost from the Forge Weapon talent to the Enchanting cost from the table on p. 47 of the GM Companion (3000 for a Thread Item)? Because that table doesn't have the Forging figured in (the template table from the Player's Guide does, but as described, in a rough manner and with some Barsaivian economics applied). The two tables work a bit differently. The templates are "pick off the shelf" and the GM Companion one is "build it from the ground up". You can use either one to make your item, especially since your Weaponsmith is doing all the work himself anyway.

Crystal Plate: Well, you are technically supposed to add the base price (see the sidebar on prices on p. 275 Player's Guide; or the Enchanting rules in the Companions), and only neglect it if it isn't significant in comparison. So you can easily drop a 25 silver broadsword, but not a suit of armor that costs several thousand.
My advice is to round things out to a full 100, or a full 1,000, depending on situation. For example:
Living Crystal: 1,100
Heavy Armor Template: 7,500
End price of item: 8,500 (save 100)

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Re: Create Thread Item

by **Dougansf** » Thu Feb 02, 2012 10:11 am

> The price list in the Player's Guide is a bit rough and kept simple, otherwise we'd have to do it for each individual Size and so on.
> On the other hand, they only apply to the templates, and these can be considered standard, simple to produce stuff. It is assumed a special vendor in a major city has some of these on the shelf, and offers them cheaper than a commissioned item would be. Rarity also plays a role in there. A 2H ranged weapon is cheaper than a 1H ranged weapon because there's a bigger market for threaded bows than for threaded spears, etc..

Ah, I figured the PG Thread Items were considered Typical Thread Items (from the GMC) which will explain the numbers below.

> I'm a bit confused about your numbers, though. Are you comparing the Forging cost from the Forge Weapon talent to the Enchanting cost from the table on p. 47 of the GM Companion (3000 for a Thread Item)? Because that table doesn't have the Forging figured in (the template table from the Player's Guide does, but as described, in a rough manner and with some Barsaivian economics applied). The two tables work a bit differently. The templates are "pick off the shelf"

and the GM Companion one is "build it from the ground up". You can use either one to make your item, especially since your Weaponsmith is doing all the work himself anyway.

I was comparing the Forge cost to the PG Thread Item Enchanting Costs.
This lead to: 2H Weapon template (6000 store bought, therefore 3000 to Enchant yourself). A fully Forged Size 6 (3000) or Size 7 (4000) are equal or greater than the components required.

Now that I understand IG Economics are taking a hand in things, I'll take that table more as a guideline.

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Create Thread Item

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Re: Create Thread Item

by **arma** » Thu Feb 02, 2012 11:05 am

> *Dougansf wrote:*I was comparing the Forge cost to the PG Thread Item Enchanting Costs.
> This lead to: 2H Weapon template (6000 store bought, therefore 3000 to Enchant yourself). A fully Forged Size 6 (3000) or Size 7 (4000) are equal or greater than the components required.

Ah, I see.
Yeah, they are a bit on the cheap side for the maximum Sizes. If they weren't, they'd be very expensive on the lower Sizes (or you'd need a table with every Size and every Armor Rating on it). With Size 4 being two-handed normally, trolls would not stop complaining about their one-handed weapons that are just 1,500 to forge costing, like, 8,000 silvers. It would take one of their best advantages away.

In Game economics, trying to make sense of things, etc., yes. But it's also plain old rules for some of these (or, things making sense in light of the rules).
The people who make threaded weapons and armor are effectively doing what your character does. They can both forge and enchant. You saw the difference in materials required, things get down in cost quickly if you can do a lot of the steps yourself.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Create Thread Item

by **The_Gun_Nut** » Fri Feb 03, 2012 12:50 pm

I just figure the cost in materials/investment for enchanting has been paid for by the Weaponsmith Forging said weapon up. Spend a month fine tuning your efforts and *ping* a minor thread item pops out. Weaponsmiths have a much easier time making thread weapons than anyone else (of course, they *should*).
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

Creatures by Legend Award?

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Creatures by Legend Award?

by **Xzandrate** » Fri Feb 03, 2012 5:52 pm

I was hoping to find a list of creatures sorted by Legend Award, I figure it's the easiest way to build an encouter on the fly. Did I miss this in the books? or has someone already created this on the Net?

Thanks

Xzandrate

Posts: 2
Joined: Fri Feb 03, 2012 5:50 pm
- Private message

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Re: Creatures by Legend Award?

by **sirserafin** » Fri Feb 03, 2012 7:23 pm

If you use pdfs try to use function "Find" -> "First Circle" or so. Should be helpful.

sirserafin

Posts: 11
Joined: Mon Nov 21, 2011 10:35 am
Location: Czestochowa/Poland
- Private message

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Re: Creatures by Legend Award?

by **ragbasti** » Sat Feb 04, 2012 4:31 am

i just read the books in advance an put little notes inbetween the pages where i think there could be simething that fit my adventure ^^

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
- Private message

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Re: Creatures by Legend Award?

by **arma** » Sat Feb 04, 2012 9:07 am

This might be a neat idea for a community project, by the way (less so for something official because it would either be incomplete from the get go, or it would have to be updated with every new book):
Go through all the books and make a table with:
- LP Award
- book reference
- type (Horror, creature, Dragon, etc.)
- habitat (encountered in jungles, mountains, etc.)
(-maybe a special note if necessary)

There's a number of venues through which you could make these available, such as Tableau Infractus or as a living document on the edcompendium.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Creatures by Legend Award?

by **kosmit** » Sat Feb 04, 2012 12:01 pm

You just reminded me that I've done it xD I have it on my phone and will upload tomorrow. There is just Circles and Monster names but i think it will also be helpful.
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland
- Private message
- Website

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Re: Creatures by Legend Award?

by **werefrog** » Sat Feb 04, 2012 8:11 pm

Would the people creating the game mind a list of monsters provided in a spreadsheet that would be sortable by Legend Point award, region found, or perhaps anything else a GM would desire.

It wouldn't provide stats for monsters, though, just what a GM would want to know when creating encounters.
Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33
Joined: Sun Nov 27, 2011 4:22 pm

- Private message

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Re: Creatures by Legend Award?

by **thezombiekat** » Sat Feb 04, 2012 10:56 pm

If you do create that including a book and page number to go for the stats would be useful, and likely to encourage the lawyers to decide the existence of this document is to the business advantage

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: Creatures by Legend Award?

by **kosmit** » Sun Feb 05, 2012 4:57 am

Hmmm... I will do it. But during this week I've got plenty of work so you can expect it next week.
Name, LP award, habitat.
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: Creatures by Legend Award?

by **werefrog** » Sun Feb 05, 2012 8:43 am

Copyright infringement is still illegal, and those who hold the rights to it can sue you even if it is a business advantage.

That's why The Werefrog wanted to know from those in RedBrick that creating such a document and making it available online without charge will be acceptable or not. Granted, The Werefrog will create such a spreadsheet, but without approval from those who profit from this game and hold rights to the intellectual property, it will not be made available to others.
Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33
Joined: Sun Nov 27, 2011 4:22 pm
- Private message

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Re: Creatures by Legend Award?

by **Telarus_KSC** » Sun Feb 05, 2012 9:56 am

Oooh, that would make building random encounter tables pretty cool. I like it & would probably be willing to help as I have most of the ED3 books.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Creatures by Legend Award?

by **arma** » Sun Feb 05, 2012 10:43 am

> *werefrog wrote:*Copyright infringement is still illegal, and those who hold the rights to it can sue you even if it is a business advantage.
>
> That's why The Werefrog wanted to know from those in RedBrick that creating such a document and making it available online without charge will be acceptable or not. Granted, The Werefrog will create such a spreadsheet, but without approval from those who profit from this game and hold rights to the intellectual property, it will not be made available to others.

You people keep worrying about these things too much.
At the same time, you don't inform yourselves about copyright...

But there's an easy way to remember things: Copyright is about copying something.
Pasting or re-typing an excerpt from the book is copying it (but even then, there's fair use). Technically, me quoting you is copying your work.
Taking a word out of a book is not copying it, referencing it is not, using it to build something else is not.
Otherwise, any library catalog would be infringing copyrights.
Even the legal disclaimer we keep posting, asking you to add to your stuff is not about copyright really, but trademarks, saying that you don't market it as Earthdawn.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Creatures by Legend Award?

by **Anunnaki** » Sun Feb 05, 2012 1:54 pm

Arma's response is pretty much on the ball.

Making a list, as proposed, with "Name, LP Award, Habitat, Number Appearing" really isn't a problem. It's when it includes full stat blocks, chunks of special rules or powers, etc., that it is a problem. Adding the legalese is a "nice to have" as it is important to acknowledge and respect trade dress.

Kind regards, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: Creatures by Legend Award?

by **kosmit** » Sun Feb 05, 2012 4:04 pm

Nowadays there is tendence to say "OMG COPYRIGHTS! I WONT PUBLISH IT!" but in my opinion a lot of great work done by fans is rotting on their hardrives because of that. In my opinion projects like this help to make ED more popular and therefore publishers have more profit from selling books.

I am glad that RB policy is so open, and I put yours copyright info in every project I do. It's like saying: "Thanks RB for giving us this great game, but I wish to make it better and more popular, so please don't mind me using some copyrighted information in my project"
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: Creatures by Legend Award?

by **Anunnaki** » Sun Feb 05, 2012 4:57 pm

It's a fine line and balancing act. Gotta remember that we license Earthdawn (and Demonworld) from FASA (same with Fading Suns and Noble Armada from Holistic Design, and Blue Planet from Biohazard Games), Ultimately, the game is their property, not ours.

When we get around to publishing our own original content -- and we will, though that will be a few years from now -- then we can afford to be more "open" with those properties.

Really appreciate people's understanding on this. Some fans don't seem to get it. The majority of the fans on this board, at least, do.
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: Creatures by Legend Award?

by **Xzandrate** » Sun Feb 05, 2012 11:57 pm

Well, gamenight was last night. The girlfriend is running this game and really likes to go more freeform, so this was pretty important for her.

So yesterday morning, I sat down with the 2 GM books (we only have the 2 GM and 2 player books currently but will be getting more) and compiled a list of the creatures, horrors, dragons, and spirits in excel. Each was seperated onto a tab, without any major formatting, the goal was to use it on our android tablet. Each of the tabs has a heading that may give a brief description, as well as the page where that section starts in the GM book.

Seemed to work great, the girlfriend gave it a great review, and once we get some more books in I "have to update it right away", so I thought I'd share, feel free to muck it up however you'd like.

Creature Compendium.xlsx

Xzandrate

Posts: 2
Joined: Fri Feb 03, 2012 5:50 pm

- Private message

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Re: Creatures by Legend Award?

by **kosmit** » Mon Feb 06, 2012 8:12 am

My table was similar so there is no need to publish it now Great job!
Duvvelsheyss

kosmit

Posts: 19

Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

Crouch & prone

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Crouch & prone

by **kosmit** » Sun Mar 11, 2012 12:31 pm

On my last session we started a discussion about Stance in combat.
1) Character who crouches should have + to shooting
2) Time needed to crouch from prone or stand should be shorter than Standing Up.
3) Character who is in crouch/prone should have Defense bonus against missile attacks
4) Movement rate while crouch/prone

My propositions:
1) For kneeling +1 to Missile Weapons Tests, but for 1 Strain and maximum Weapon Size for medium races (orcs, humans, elves, t'skrangs) is 4 and for dwarfs it is 3.

2) Prone -> Crouch
a) Requires Standard Action + allows movement (half of the Movement Rate)
b) Like Jumping Up combat option but 1 Strain only (Simple Action + Attack allowed + no movement)
Crouch -> Stand
a) Simple Action (but not in the same round as Prone->Crouch - for Prone->Stand normal rules apply)
Stand -> Crouch
a) Simple Action
Stand -> Prone
a) Simple Action (2 Strain as dmg for suddenly falling on the ground)
b) Standard Action

3) Kneeling/proning character got bonus to Defense as it would be behind Cover one lvl higher than normal (no cover->partial->full->complete) but it is for GM discretion to give bonus for laying in a tall grass or sth.
Crouch:
a)In open area: Partial Cover +1/+2
b)behind cover: Partial->Full->Complete
Prone:
a)in open area: Partial Cover +2/+3
b)behind cover: Partial->Full->Complete

4) Prone: Movement Rate is 1
Crouch: Movement Rate is reduced by half and character can use Sprint combat option with all consequences but max speed while crouching is full normal Movement Rate (reduced by obstacles, terrain and so on)

Of course those rules aren't perfect but I think I will try them out. Of course for close combat crouch may result being Harried (-1/-2).

What do you think?
Duvvelsheyss

KOSMIT PACZY
kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: Crouch & prone

by **Flagg** » Sun Mar 11, 2012 8:55 pm

I think it adds needless complexity. There's already a way to get a bonus to ranged combat by aiming. In my experience, trying to go for too much realism in mechanics is a slippery slope.

Having said that, if you and your group enjoy lots of crunch, go for it.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Curses and how to deal with them

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Curses and how to deal with them

by **galafrone** » Tue Apr 24, 2012 12:32 am

The GM book discuss about "high magic" to come out from a curse.
How do you deal with them ?
1) how do players recognize they are cursed ?
2) how they can be "healed" by a curse ?
any suggestion on how deal it ?
thanks

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Curses and how to deal with them

by **EDChronicler** » Tue Apr 24, 2012 4:26 am

I have a character that is cursed. He is aware he's cursed, however, he is wrong about the source of the curse. As far as being healed, he hasn't researched it, its just common sense, kill the source of the curse, removes the curse. But since he is wrong about the source, well, he might be wrong about the cure.

It really depends upon how you and your player(s) choose to deal with it to be honest. The mechanics associated with curses are for the most part story driven more than mechanics driven, but some mechanics driven effects can be sources of cursing, Named Spells, being a possibility. As for cures, well, a curse applied via a dying Nethermancer's last spell, i.e. Sacrifice Magic, might require something more than a dispel, even Abate Curse might have difficulty on this curse vs a simple Named Spell. But a Horror that has somehow managed to curse you in whatever manner might require even more than the Nethermancer's last spell and I don't recommend ever getting cursed by a Dragon.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Curses and how to deal with them

by **galafrone** » Tue Apr 24, 2012 5:39 am

good to know.
but if you dont know who is the source of the curse ? our GM had us cursed because we retrieved a treasure, so probably it was already cursed
for us it will means (when we will found out we are cursed, ofc) to search who was the one that actually cursed the stuff and solve his troubles.
but if he is already dead, it will means restore something that was done wrongly or something like this

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Curses and how to deal with them

by **EDChronicler** » Tue Apr 24, 2012 6:14 pm

discovering the curse is in part dependent upon what the curse is.

Its not hard to figure an item is cursed when you get burned every time you grab your favorite sword shortly after weaving a thread to a new dagger.

In my character's case, his appearance changed ... might take some time, but that's going to be noticed sooner or later.

If it is a bad luck type of curse, things just sorta go wrong not often enough to be "blatant", but enough to go, "what's up with this string of bad luck lately" It could just be the odds landing against your randomly or it might be a curse.

So how you notice the curse can be dependant upon how it affects you. As far as finding the source, I wonder what the story behind the treasure is. I kinda feel sorry for the archaeologists that dug up the Saxon horde a little while back if its cursed they might have difficulty finding the source they still haven't narrowed down its burial date beyond 700 ish A.D. So its at least 1300 years back, there had better be a seriously good pre-scourge information collection around somewhere if they hope to learn anything.

Answers are all over the place, it just depends upon, where you try to look.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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dark sword - quick question

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dark sword - quick question

by **galafrone** » Thu Mar 22, 2012 1:12 pm

the spell effect test can be used only 1 time in the duration right ?
so the user can decide if using it as an attack step or a damage test, but once he uses it, is gone
i am right ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: dark sword - quick question

by **arma** » Thu Mar 22, 2012 1:53 pm

I see how you get there, but it's not supposed to be that way to my knowledge. Rather, you can use it for one of the tests the whole time, but not both.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: dark sword - quick question

by **galafrone** » Thu Mar 22, 2012 1:55 pm

ah so you have the choice to decide wich to use (and i suppose you can change all rounds) but still you have it for the whole duration ?
zomg is a very powerful spell so

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: dark sword - quick question

by **arma** » Thu Mar 22, 2012 3:09 pm

Well at least for Melee Weapons, you'd get +8 above your typical fighter if you're using Willforce. You wouldn't benefit from any Rank Bonuses from thread magic, though. And you couldn't use it for extra attacks because it specifies Melee Weapons. If you use it for Damage Tests, you couldn't use many of the damage enhancing talents. In essence, the Effect Step replaces what you usually do, and so you only get straight test bonuses ("+1 to Damage Tests" and the like).
At the same time, you're probably giving some of your buddies a darkness penalty.
That one's a bit odd, though, because it automatically happens. It's very situational.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Deflection Bonus

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Deflection Bonus

by **Dougansf** » Sun Feb 26, 2012 12:19 pm

Ran into a wording issue with Deflection Bonus.

"When using a shield, a character adds the modifier on the left of the slash to the Difficulty Number to achieve an Armor-Defeating Hit against his Physical Defense"

What number does the Def Bonus add to?

Example:
Phys Def of 9, Excellent result needed for Armor Defeating hit (18+).

Add in a Def Bonus of 4.

Does the Def Bonus add to the Excellent result number (becoming 22+)
OR
Does the Def Bonus add to your Phy Def for purposes of calculating your Excellent result (becoming 25+)

Dougansf

Posts: 25
Joined: Fri Dec 23, 2011 9:43 am

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Re: Deflection Bonus

by **Telarus_KSC** » Sun Feb 26, 2012 12:57 pm

It alters the "Armor Defeating Hit" from 18+(Excellent) to 22+(Excellent +4).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

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Re: Deflection Bonus

by **Dougansf** » Sun Feb 26, 2012 1:03 pm

That's how we read it. Thanks.

Dougansf

Posts: 25
Joined: Fri Dec 23, 2011 9:43 am

Demon Sees Its Face

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Demon Sees Its Face

by **Flagg** » Fri Apr 27, 2012 7:08 am

From the Cathay PG p105.

Does anyone think this spell is a bit too powerful? The gist is, you cast it on a mirror, vs the mirror's spell defense, and then it creates a doppelganger of the first person who looks at it, which immediately attacks them, complete with talents, thread items, etc. That means you could use it on a great dragon without having to overcome its spell defense, and suddenly it would be getting its ass kicked by another great dragon.

I realize that this carries the Illusion tag, so in my extreme example above, the great dragon would probably be able to disbelieve it, but still, it seems a little cracked out.

Opinions?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Demon Sees Its Face

by **arma** » Fri Apr 27, 2012 11:17 am

Well, your doppelganger being identical, it can't catch you if you run away...

But, yeah, it's a good spell. As long as you can get the right person to be the first to look into. Not yourself or your buddies or some random bystander.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Demon Sees Its Face

by **Flagg** » Fri Apr 27, 2012 12:46 pm

> *arma wrote:*But, yeah, it's a good spell. As long as you can get the right person to be the first to look into.
> Not yourself or your buddies or some random bystander.

Which is easy enough to do by putting in in a bag or wrapping it in paper, the revealing it at the right moment.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Demon Sees Its Face

by **arma** » Fri Apr 27, 2012 1:01 pm

Yep. Just like pouring deadly poison into the right cup.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Difficulty number 1

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Difficulty number 1

by **galafrone** » Tue May 01, 2012 4:45 am

It doesnt exist on the table and we discussed this last night in our game.
why it doesnt exist ?
for example if i have phisical defense 3, and i am harried, i am going to a phidef of 1 ?
or it cant exist nothing under 2 ?

and if it could exists, wich will be the progression ?
the same as for 2 ?
the result levels are generated with the values obtained from the corrisponding step number (so 1 is generated from a 1d6-3), so they should be different
but anyway, any answer is appreciated

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: Difficulty number 1

by **Flagg** » Tue May 01, 2012 6:04 am

Probably because a 1 can only be rolled on steps lower than 8, and even in those cases, it's a botch.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
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Re: Difficulty number 1

by **galafrone** » Tue May 01, 2012 6:39 am

the problem is that i know that a 1 result means always a failure, but is a complete different thing.
it's stated that if you have to roll a step 1, 2 or 3, that is a d6 with penalties, you will minumum a 1.
but if you roll a step 3 with a result of 2, you have a 1 result but isnt a pathetic failure
so if the diff number is a 1, you can still "connect" with an average result
the problem is
1) does the 1 exist as difficulty number ?
in my 2 years of game experience i noticed it can happens many time you reduce the target to a status of 1 phisical defense (for example a very dumb phi def 7, with overhelmend penalty and fallen to the ground can have his def reduced by -6 if i am not wrong; or an all out attacker (-3 phi def) that falls to the ground (-3), total -6)
if i attack with melee step 10, what i need to produce to get a good or better result ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: Difficulty number 1

by **arma** » Tue May 01, 2012 8:11 am

There's a DN1, but the math for it is wonky because of the rule of ones and how the odds are determined.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Difficulty number 1

by **galafrone** » Tue May 01, 2012 8:31 am

yeah, but any chance to have a statement for that ?
or i can "invent" one as house rule ?
(thanks arma)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: Difficulty number 1

by **arma** » Tue May 01, 2012 9:34 am

I don't think we even included it in the calculations.
I imagine if you just shift the DN2 entry by one column, or use something similar, it'll be okay.
(By comparison, DN1 hasn't ever come up for me. Though there's always been a semi-official "minimum defense is 2" rule around [even when the table started at DN3 in ED1, which was weird] and spells work based off of a minimum DN2 to determine Result Levels.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: Difficulty number 1

by **Flagg** » Tue May 01, 2012 5:30 pm

I'd argue that anything with a DN of 1 is probably so easy it doesn't warrant a roll.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
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Re: Difficulty number 1

by **arma** » Thu May 03, 2012 12:11 pm

Still matters for Result Levels.
Auto-succeeding on your Taunt doesn't mean anything, except if you say that someone reduced to 1 automatically suffers the worst effects (e.g. Extraordinary Result).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: Difficulty number 1

by **galafrone** » Fri May 04, 2012 6:12 am

exactly my problem arma (that's why i asked it)
we have decided to shift by 1 number the columns (probably not the exact way to do it statistically wise, but working)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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discrepancies in the target number tables

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discrepancies in the target number tables

by **galafrone** » Tue Apr 24, 2012 4:29 am

probably has been already rectified, but i couldnt find anything anywhere
we found out a discrepancy between rows 14, 15 and 16.

14 1–7 8–13 14–20 21–25 26–30 31+
15 1–8 9–14 15–22 23–26 27–30 31+
16 1–9 10–15 16–23 24–27 28–32 33+

14 is pathetic: 1–7 poor: 8–13 average: 14–20 good: 21–25 excellent: 26–30 extraordinary: 31+
15 is pathetic: 1–8 poor: 9–14 average: 15–22 good: 23–26 excellent: 27–30 extraordinary: 31+
16 is pathetic: 1–9 poor: 10–15 average: 16–23 good: 24–27 excellent: 28–32 extraordinary: 33+

so it's easier to do an excellent result with the 14 than the 15
weird
and there is a gap in the extraordinary (not inusual, but since it's nerfed the excellent...)

we thought at a mistake, that probably has already hit the surface from a long time, but as i said i cant find anything

any official errata on that ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: discrepancies in the target number tables

by **arma** » Tue Apr 24, 2012 10:08 am

Of course it is easier to get an excellent result against a 14 than it is against a 15...
...or am I missing something here?
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: discrepancies in the target number tables

by **galafrone** » Tue Apr 24, 2012 11:30 am

it's like that, ofc, but the problem is how is possible that with the 14 you have 5 chances (26-30) to get an extra, with the 15 you have 4 (27-30) and have the same extraordinary, while with the 16 you have again 5 (28-32) and get the extra at 33 ?
the thing that perplexes me isnt the fact that the 14 get hit excellently at 26 > 30, is the 15 gets it at 27 (fine) but still is capped at 30, getting the extraordinary at the same number
then 16 jumps up by 2 numbers (returns a 5 depth excellent 28-32 and extra at 33)
shouldnt be better if the excellent of 15 should be 27-31 and the extraordinary at 32 ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: discrepancies in the target number tables

by **arma** » Tue Apr 24, 2012 12:32 pm

You can't look at the "width" of a level for statistical comparison (what you call "X chances").
The entries on the table are determined by how good your chance in % is to get a certain DN or higher and the result levels have certain chances assigned.
For example, with a Step 10, you roughly got a 56% chance to roll a 9 and a 47% chance to get a 10.
Between these two percentages is a line, though, the 50%-average-result-line. The odds of rolling a 9 are above 50%, the odds of rolling a 10 are below. Because of this, a 10+ is an Average Result, because your chances of getting it are 50% or lower. And a 9 is only a Poor Result.
There's "lines" for all the result levels. Good is at 15%, Poor is at 85% (85% of your rolls will be above the Poor-line; that is they can be better than Poor, but they'll be above the line).
Because these %-lines don't absolutely correspond to the odds of the individual dice combinations, you'll sometimes have it happen that two different steps place their line for a value on the same number.
This is very rare, and typically happens when you go from D12 to 2D6 and only for the higher result levels because their %-numbers get very small. The higher step gets the 2D6. While 2D6 achieve a higher _average_ result, a single D12 has higher "rare" results. You'll be familiar with this from the game, you'll sometimes have your casters roll high/insane initiatives on their single die initiative steps, but it's more rare to see a Warrior with Air Dance + Tiger Spring roll something that seems much out of the ordinary. The statistics at work behind this are "you'll re-roll a D12 less often, but IF you do, you got a good chance of getting really high". For example by rolling a 10 after a 12 for a 22 total. If you want to get that with 2D6, you'll need to roll like 3 sixes on them and then another good number.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: discrepancies in the target number tables

by **Telarus_KSC** » Tue Apr 24, 2012 3:32 pm

++This is very rare, and typically happens when you go from D12 to 2D6 and only for the higher result levels++

If it wasn't clear from arma's posts, the %-breakpoints for Step 14 are calculated with 2D12 as the dice pool, and the %-breakpoints for Step 15 are calculated with D12+2D6 as the dice pool, Step 16 calculated with D12+D8+D6. It just so happens that 14 & 15 break in the same place @ the Extraordinary level, and Step 16 breaks at two higher.

It's a bit odd when you as a GM or Player are rolling different dice pools against that Difficulty.. but the odds work out.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: discrepancies in the target number tables

by **Mataxes** » Tue Apr 24, 2012 9:15 pm

And for a bit more in-depth look at the step system and the probabilities behind it, check out the "Articles" section over at my website www.loremerchant.com
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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DISTRACT talent wording

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DISTRACT talent wording

by **galafrone** » Sun Feb 26, 2012 10:12 am

last phrase says
"The adept's allies may attack the target as if he was blindsided until the end of the next round"
tha means it has a duration of the round in wich it starts (at initiative of the user) and endures until the end of the following round ?
so, if the adept distracting is the first of the round, he can distract the target, that focus on him/her and then his allies can attack the target as if was blindsided for that round and the next one aswell, no matters what it happens ?
or is just 1 round, the one in wich the adept distracts the target ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: DISTRACT talent wording

by **The_Gun_Nut** » Mon Feb 27, 2012 2:18 pm

End of the second round is typically what that means.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: DISTRACT talent wording

by **Telarus_KSC** » Mon Feb 27, 2012 2:45 pm

That's usually how I read it.
"Current Round" means this init count. "Next Round" means the next init count.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: DISTRACT talent wording

by **Neverbourne** » Mon Feb 27, 2012 4:48 pm

I think your interpretation is correct, giving a possible 2 rounds of blindside bonus to allies. As a GM, if it became a problem, I'd just make sure that the distraction really worked, having the target focus all its attention on destroying the talent user (usually low-combatant like a thief) and making the character possibly regret pissing off the bad guy. Usually though, it just makes for great fighting tactics, and gets a party to really work together to take down a single foe, and I rarely see a reason to punish for that.

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

Do Meditate + Circle well being stack?

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Do Meditate + Circle well being stack?

by **Crusader** » Mon Apr 09, 2012 10:08 am

Hello all,

We were wondering if talents like Meditate stack with spells like circle of well being, heat food, etc when recovering hit points.

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

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Re: Do Meditate + Circle well being stack?

by **Welt** » Mon Apr 09, 2012 4:30 pm

Check the wordings involved, but very likely should.

There's 2 types of replacement effects (replace a component step, replace an entire test).
In BOTH cases, the test still is considered the original type of test (possibly in addition to the new type of test it may also now be).
The difference is just that the first type of replacement might leave some of the formula's innate components intact, while the second one overwrites it all.
The large majority of bonuses (that themselves arent replacement-type) are external and not part of a base formula of something, and thus don't care what replacement shenanigans you did to the test, they apply on top of it.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

- Private message

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Re: Do Meditate + Circle well being stack?

by **arma** » Mon Apr 09, 2012 5:12 pm

No, doesn't.
If you _spend_ a Recovery Test and then make a Meditate Test and _heal that much damage_ then you haven't made an actual Recovery Test, and bonuses that apply to Recovery Tests specifically don't apply to the Meditate Test.

So, Meditate doesn't replace/substitute for a Recovery Test.

You'll almost exclusively find this in healing abilities.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Do Meditate + Circle well being stack?

by **Welt** » Mon Apr 09, 2012 8:14 pm

Oops my bad. Assumed it would be a Bestial Resilience-alike, not a Fireblood mechanic. Yeah, different thing.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Do Meditate + Circle well being stack?

by **ukhata** » Tue Apr 10, 2012 2:28 am

However, it should then be possible to drink a booster, get into a circle a well being for an hour and then drink a healing potion and stack all of those? becomming touchness+casters will+8+8 recovery?(=~32)

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Re: Do Meditate + Circle well being stack?

by **Welt** » Tue Apr 10, 2012 2:55 am

Sounds legit.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Do Meditate + Circle well being stack?

by **arma** » Tue Apr 10, 2012 5:51 am

Yeah, everything else in healing pretty much stacks, as it all adds to Recovery Tests (which is one of the reasons the low-Circle healing talents don't also add in, the other being that they usually allow the test to be taken under special circumstances and that in itself is a boon).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Do Meditate + Circle well being stack?

by **Crusader** » Tue Apr 10, 2012 12:22 pm

Nice way of getting rid of blood wounds, that. 350 silver per try.

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm
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Dominate Beast

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Dominate Beast

by **sirserafin** » Mon Mar 26, 2012 7:23 am

Yesterday, our GM gave us new characters to play in order to make some flashbacks that fulfill the story. I got the 7th Circle Beastmaster and during one scene one Wyvern tried to attack our camp. Warrior and Wizard started to prepare their weapons and spells but I said: "Hold on, guys" and made use of Dominate Beast talent. GM said that Talent Test was successful and asked me what order I want to make for Wyvern... For me it was simple, "Go home" and Wyvern did. And we gave high-fives to each other

Was it the way how it should works in general? I ask because we usually play more "physical" characters than social ones and have a plan of becoming Troubadour one time so social talents became more interesting for me last time.

sirserafin

Posts: 11
Joined: Mon Nov 21, 2011 10:35 am
Location: Czestochowa/Poland

- Private message

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Re: Dominate Beast

by **galafrone** » Mon Mar 26, 2012 7:42 am

if the wyvern is a beast (and it should be) the use was correct.
I have a couple of beastmasters in 2 different campaigns, and they love when i attack them with creatures..
it's a show-off

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: Dominate Beast

by **Flagg** » Mon Mar 26, 2012 7:47 am

The only catch is, "home" needs to be within the character's Dominate Beast rank in minutes, or it won't work. Also, nothing would stop it from coming back if it wanted.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Dominate Beast

by **galafrone** » Mon Mar 26, 2012 11:10 am

yeah, right, but "go away" works fine
if the wyvern comes back (and it's always possible) you can send her away again
rinse repeat
she will tire before you will

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: Dominate Beast

by **arma** » Mon Mar 26, 2012 11:42 am

Well, there's also the "natural creature" restriction the Gm can bring to bear... ;D
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Dominate Beast

by **Flagg** » Mon Mar 26, 2012 12:07 pm

IIRC, it works against any "non-sentient" creature.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Dominate Beast

by **Damian** » Tue Mar 27, 2012 12:43 am

My book says it only works on non-sentient natural creatures. I personally would not let it affect a wyvern . Your GM made a fine call though.

Damian

Posts: 1
Joined: Fri Dec 02, 2011 9:57 pm
- Private message

Down Strike

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Down Strike

by **Meat Puzzle** » Sun Feb 12, 2012 2:37 pm

There have been a lot of debates about Down Strike in my game.

1. It says you have to be 1 yard above your opponent so does this mean a Troll could hit a grounded Windling or even a short Dwarf just standing next to them? I'm not sure if your whole body has to be 1 yard above the target or just the weapon.

2. in regards to the mounted Down Strike rule can a Windling riding a Kue Down Stirke? Can a mounted person Down Stirke another mounted character?
I only ask this because even sitting on a horse the average human would not be 1 yard above even a tall human and would probably be looking a Troll in the eye.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
- Private message

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Re: Down Strike

by **arma** » Sun Feb 12, 2012 3:05 pm

1) Well, you're thinking about heads, while you should be thinking about feet. It's about stable position.
The 1 yard is explained in the parentheses (higher ground) so that means your feet have to be higher...
(The whole thing is available as a skill, so it's mundane. If it simply applied because of body size, it would go into the racial rules.)
You'll have to make some sort of effort or pre-plan to get the bonus, simple body height doesn't figure in. Especially as there's no rules for body height and no way to "buy" it. You could simply declare you make a twelve-foot dwarf and start down striking trolls... ;D

2) See the feet thing above.
Mounted vs. mounted probably wouldn't work, unless the mounts were of very different size.
Windlings on a Kue could Down Strike... walking windlings probably.
Fun fact: windlings can always down strike as long as they can fly. They can just drop themselves onto someone from flight...
The intention of having mounted Down Strike is to allow Cavalrymen to forego Charging Attacks and give them an alternative for remaining in close combat. Imagine one human hacking away at another human from horseback.
Whenever you think some other senario would achieve the same effect, it might well work.

—

All in all, it's about whether or not you would assign an advantage to someone because of a position he took that

required more than just being tall in and on itself. It's less about the yard exactly or the mount.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Down Strike

by **Meat Puzzle** » Sun Feb 12, 2012 5:54 pm

O.K. cool, thanks again Arma as always you are an ocean of widow and knowledge. I agree with pretty much everything you said and now i can come back to my players armed with your words.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
- Private message

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Re: Down Strike

by **thezombiekat** » Sun Feb 19, 2012 11:45 pm

That is an interesting change in down strike. Means some major changes in tactics for a warrior from previous editions where to use down strike you had to actually move down.

No longer needing to bounce up and down means reduced strain expenditure for warriors as gliding stride only costs strain to gain height (if windlings flying count as stable I am assuming a warrior using gliding stride is also.) however the character with both great leap and down strike probably wouldn't be considered stable as he jumps into the air and falls on his opponent blade first (of cause this was a multi dispelling or human trick as no discipline actually gets both)

The greatest improvement I suspect is that we no longer have to listen to obsidemen with very deep voices making trying to make high pitch bird calls.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Down Strike

by **arma** » Mon Feb 20, 2012 12:40 pm

> *thezombiekat wrote:*Means some major changes in tactics for a warrior from previous editions where to use down strike you had to actually move down.

Well, more interesting is that Warriors now get Crushing Blow. And Sky Raiders, who're all about Great Leaping between ships and Wind Catching themselves down onto unsuspecting lowlanders, get the Down Strike.

The Gliding Stride + Down Strike combo always seemed a bit too much of a hassle to use, and didn't seem very dynamic (you _glide_ up to strike down? Nah... You jump up and crash into your opponent? More like it.). Also, the Warrior is supposed to be more versatile and a generalist fighter, so giving him a damage talent that doesn't work half of the time seems inappropriate.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Down Strike

by **thezombiekat** » Mon Feb 20, 2012 7:08 pm

Ah, defiantly makes sense

With the new description of down strike can the sky raiders still use it while falling on unsuspecting lowlanders? The requirement for solid footing suggests you could not use it while falling.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

Top

Re: Down Strike

by **The_Gun_Nut** » Mon Feb 20, 2012 9:08 pm

That might depend on whether or not the *beginning* of the attack is considered when the SR leaps or when he actually gets in melee range of the target.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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Re: Down Strike

by **arma** » Tue Feb 21, 2012 1:25 pm

> *thezombiekat wrote:*Ah, defiantly makes sense
>
> With the new description of down strike can the sky raiders still use it while falling on unsuspecting lowlanders? The requirement for solid footing suggests you could not use it while falling.

It's "higher ground or jump down on target". Hence, the Great Leap connection.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Dual Threaded Objects

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Dual Threaded Objects

by **Neverbourne** » Sat Feb 04, 2012 11:32 pm

I have a question concerning magic items. If I take a pattern Item, and then enchant it, would the thread rank woven to it count towards using it like a pattern item , or do I need to weave an entirely separate thread to use it in the manner of a pattern item?

I'll give an example of what I thinking of:
Let's say that Flametooth, the threaded dwarven sword also happens to be a pattern item for the dwarven weaponsmith Targus (it being his first crafted blade, which he carried through many adventures, and eventually enchanted himself, before losing it in an airship battle). Could a player find the blade in a field, weave some threads to it to unlock the flaming weapon properties, and ALSO use the same rank of thread to add a bonus to all tests against Tagrus himself (who is now intent of getting his beloved blade back)?

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

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Re: Dual Threaded Objects

by **Telarus_KSC** » Sun Feb 05, 2012 12:01 am

Turning a pattern item into a Thread Item basically **Re-Names** it (the Pattern undergoes massive shifts). This severs any previous threads attached, and the explicit connection to the master pattern which previously made it a pattern item. So this doesn't ever happen, in RAW. Usually, the pattern item will manifest alongside the well-used thread item (the scabbard/belt/sharpening stone/a gem on the scabbard/etc). I think the only exception(ish) is the Weaponsmith's Heartblade (it retains it's pattern item status, but gains powers, if I remember correctly).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Dual Threaded Objects

by **arma** » Sun Feb 05, 2012 8:20 am

Yeah.

The setting background is: An item can only ever be a pattern item for one pattern. Threaded items are pattern items for themselves, so they can't be pattern items for a person.

There's some advice and a sidebar on bringing the two together at the end of the item design rules in the GM Companion, but it mainly goes one way: you got a pattern item, and at some point, it turns into a legendary item incorporating the legend of the character. It looses its pattern item function at that point, however.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

Early bird get one.

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Early bird get one.

by **Taarnish** » Tue May 08, 2012 9:40 am

After some tips please.

I have a party of four characters. All 7th circle.

After tracking the surviving members of the cross of Ardanyan, the party have defeated them during an epic battle inside a temple of Raggok deep within a Kaer. They now have a problem. There is a worm skull and its army of cadaver men (around 50 of them.) that is waiting outside the temple for the players exit. The work skull plans attack the PC's as they move to exit the kaer, with it's aim to obviously slay each and every one of them!

The PC's know it is out there waiting for them, as it spoke to them just before they entered the temple. It demanded that they retrieve an object from within the temple for it. The PC's have no intension of doing as the worm skull asked and so they will now have to face it.

What I am after are some good tactics for my worm skull to use. The horror seem extremely tough but so are my party who comprise of an Elementalist / weaponsmith windling, a human wizard, an elven Swordmaster/illusionist and a human warrior/horror stalker, and I want to make it a challenging as possible. Suggestions on power uses and Nethermancy spells to use. Perhaps some useful combinations of the above that more experience GMs may be aware of.

Thanks.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

- Private message

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Re: Early bird get one.

by **Flagg** » Tue May 08, 2012 11:26 am

Start with Terror, it's brutal. Then, while the cadaver men pound on them, the wormskull can skin shift, or cast spells at them. Also, if there's a way the horror could delibrately inflict wounds on the cadaver men, it will make them much more of a threat.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Early bird get one.

by **Grathus** » Tue May 08, 2012 12:35 pm

> *Flagg wrote:*Also, if there's a way the horror could delibrately inflict wounds on the cadaver men, it will make them much more of a threat.

To get the cadavers into rage? Thats easy. Let the horror cast pain on them. Sends them automatically into a rage.

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am

- Private message

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Re: Early bird get one.

by **Grathus** » Tue May 08, 2012 12:48 pm

Oh, and If you are concerned that the cadavers turn on the wormskull, let him switch to the astral plane with his Displace power, that way the cadavers will turn to the next living targets.

My 7th circle group (warrior, thief, nethermancer, troubadour) just lost against a wormskull (including the undead army).
1st round the wormskull cast skin shift on the warrior and nearly kills him. 2nd round, they grabbed the warrior and started running...

So be careful, a wormskull is frelling dangerous... it easily ends in a party kill

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am

- Private message

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Re: Early bird get one.

by **Taarnish** » Tue May 08, 2012 5:34 pm

What's the range in skin shift?
In the Earthdawn classics book it gives no range. Should it be touch?

Also, in the book it says that spells cast in corrupt astral areas require a good success to act as desired. An average result means that the spell acts erratically. Is this only if the character is actually "in" astral space in an astral form?

Can a being in astral space use magic against a person who is in physical form?
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Early bird get one.

by **Grathus** » Wed May 09, 2012 2:43 am

> *Taarnish wrote:*What's the range in skin shift?
> In the Earthdawn classics book it gives no range. Should it be touch?

In ED3 its touch, so he has to be in physical form.

> Also, in the book it says that spells cast in corrupt astral areas require a good success to act as desired. An average result means that the spell acts erratically. Is this only if the character is actually "in" astral space in an astral form?

i dont think so, in my barsaive only namegivers have problems casting spells in corrupt astral areas, but then always. horrors dont have that problem. Otherwise they would be frelled as spellcasters.

> Can a being in astral space use magic against a person who is in physical form?

Magic is possible, if the horror can see the target, i suppose. I think it works like the astral sight talent.
So if the horror uses perception/astral sight and his roll is higher than the spell defense of his target, then he should be able to see it.

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am
- Private message

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Re: Early bird get one.

by **ukhata** » Wed May 09, 2012 5:48 am

> *Taarnish wrote:*Can a being in astral space use magic against a person who is in physical form?

only if he can see him in physical form(horror looks from from astral to normal), or the person uses somethign to give him an astral presence, like the astral sight talent(person looks from normal to astral).

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am

- Private message

Earthdawn noob questions

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Earthdawn noob questions

by **SJE** » Sun Mar 25, 2012 12:47 pm

Hi,

I'm thinking of running a kaer-start campaign, but I'm new to Earthdawns system.

Scanning through my Mongoose 3rd Ed books, I've got a few questions that I hope the experts can help me with.

1. For something like Melee Weapons, why wouldnt an Warrior Adept learn it as a skill rather than a talent? It seems identical to the talent, cant be dispelled or magically prevented, and frees up Talent ranks to buy higher ranks in things like Avoid Blow or Woodskin? And if you have the Melee Weapons skill, can the ranks in that be used to count towards the minimum ranks needed for advancement?

2. If there is no higher level Adept available, how do you advance in Circles? e.g. if you were in a sealed kaer and your father (who'd tutored you in Swordsmaster) dies, and no other Swordmaster exists in the kaer, how do you advance?

3. Where can I find the Horror Stalker discipline? Cant see it in the Players handbook or Companion.

4. What kind of animals might a dwarven Beastmaster have raised in an underground kaer?

Thx.

SJE

SJE

Posts: 4
Joined: Sun Mar 25, 2012 12:44 pm

- Private message

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Re: Earthdawn noob questions

by **Anunnaki** » Sun Mar 25, 2012 1:36 pm

Hi SJE,

Welcome to the Earthdawn game.

> *SJE wrote:*1. For something like Melee Weapons, why wouldnt an Warrior Adept learn it as a skill rather than a talent? It seems identical to the talent, cant be dispelled or magically prevented, and frees up Talent ranks to buy higher ranks in things like Avoid Blow or Woodskin? And if you have the Melee Weapons skill, can the ranks in that be used to count towards the minimum ranks needed for advancement?

Talents are generally cheaper (Legend Point cost) and easier to raise when compared to skills (8 hrs meditation per Rank for talents, as opposed to days/weeks/months for skills). Talents have a maximum Rank of 15; skills top out at Rank 10. In many cases, talents also provide additional benefits that their skill counterpart (if there is one), doesn't. Skill Ranks do not count towards advancement.

> 2. If there is no higher level Adept available, how do you advance in Circles? e.g. if you were in a sealed kaer and your father (who'd tutored you in Swordsmaster) dies, and no other Swordmaster exists in the kaer, how do you advance?

Check out the rules for Ghost Masters.

> 3. Where can I find the Horror Stalker discipline? Cant see it in the Players handbook or Companion.

Horror Stalkers are in the Namegivers of Barsaive book (along with 14 more Disciplines) and full background on the Namegiver races.

> 4. What kind of animals might a dwarven Beastmaster have raised in an underground kaer?

Normal mundane animals of all kinds. Large kaers could even possibly support aviaries, allowing birds, for instance. It depends on the size of the kaer and the type of Namegivers populating it. As long as it's reasonably justifiable, you could have a wide variety of animals.

Hope this helps!

Take kaer, James
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

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Re: Earthdawn noob questions

by **SJE** » Sun Mar 25, 2012 6:45 pm

Thank you for the answer James.

Incidentally, since skills dont seem to be needed for advancement, do many people bother buying them up? Whats the advantage other than flexibility?

And for underground creatures (like snakes or giant spiders) is there anything in the GM's Guide that would be recommended for a 1st circle Beastmaster?

Thx.

SJE

SJE

Posts: 4
Joined: Sun Mar 25, 2012 12:44 pm

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Re: Earthdawn noob questions

by **Anunnaki** » Sun Mar 25, 2012 7:02 pm

> *SJE wrote:*Incidentally, since skills dont seem to be needed for advancement, do many people bother buying them up? Whats the advantage other than flexibility?

Adepts learn them to round out/cater for abilities that they don't get as part of their talent tree. Having a few Ranks in various general skills is a good thing, especially for smaller adventuring groups.

> And for underground creatures (like snakes or giant spiders) is there anything in the GM's Guide that would be recommended for a 1st circle Beastmaster?

It really depends what your Beastmaster character is prepared to invest time into training/bonding with. And what's available to you if you are playing in a kaer setting, as opposed to an above-ground setting. Beastmaster characters in my own group have had hawks, snakes, dogs, cats, monkeys, even crojen (in time). The more pets that the Beastmaster has, the more time he/she needs to invest in retaining the connection, training tricks, and so on. It can be a nice time sink for Beastmaster characters.

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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm

Location: West Chester, OH, USA
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- Website

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Re: Earthdawn noob questions

by **arma** » Mon Mar 26, 2012 11:26 am

> *SJE wrote:* And for underground creatures (like snakes or giant spiders) is there anything in the GM's Guide that would be recommended for a 1st circle Beastmaster?

Don't get stuck on the underground thing.
People are surface-dwellers, and they still lived in kaers. So kaers can accommodate all sorts of surface-dwelling creatures (unless they're very odd fits... like... dolphins in kaers with no bodies of water), people would have had pigs and cows and goats and... maybe brought their pets.
Even exotic stuff, because having a Beastmaster character means there's been a whole line of Beastmasters before him, else he wouldn't have learned the Discipline. Some 400 years ago, some Beastmaster may have brought a small pack of... wolves into the kaer because they were his familiars, and he sold the other inhabitants on their protective value. For 400 years, one Beastmaster after the other kept the pack going, and your player character simply takes over.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Earthdawn noob questions

by **SJE** » Mon Mar 26, 2012 1:49 pm

Well it doesnt make much sense to me that any horses might survive underground for so long- especially with their food needs. I suppose if you did feed them, then what you'd get after 400 years is closer to pit ponies than Shadowfax, so I'm thinking in a Sealed Kaer that only those animals that could prosper underground or who were put in stasis or hibernation would make it through the Scourge.

Note that I'm not going for any sort of metabalance or hand waving to let a Beastmaster have a bird or something -if they've grown up for generations in tunnels, then they'd rear animlas that did well in those environments.

Have to say, I really dont understand how any ork kaers, Cavalrymen and their horses survived underground given how freedom loving the orks supposedly are, and how big and volatile their favoured killer mounts are. Dont think they would do well in enclosed spaces for umpteen hundred years....

SJE

SJE

Posts: 4

Joined: Sun Mar 25, 2012 12:44 pm
- Private message

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Re: Earthdawn noob questions

by **Penagain** » Mon Mar 26, 2012 2:07 pm

But you have to remember, many kaers were quite large, with fields and simulated sun (by massive light quartz) and more. A kaer is more of an underground city (or even village) than a classic dungeon, especially in the inhabited parts. What leads from the surface to the habitation areas, THAT's a dungeon!

Animals lived and died, meat was consumed often enough for the entirety of Barsaive to not shift into unintended vegetarianism, and that meat had to come from somewhere.

So many, many varieties of horses, birds, etc. (and orks) did just fine. Well, maybe not "just fine", but well enough. One of the most important things that Beastmasters did in the kaers was tend to the well-being, both physical and emotional, of the various animals living below ground, especially when it was not in their nature. And, as always, Jaspree provides strength to those creatures weathering the storm of the Scourge underground because such beasts must survive to repopulate.
Seeking insights, leaking on sites.

Penagain

Posts: 26
Joined: Mon Nov 28, 2011 10:15 am
Location: Ankeny, IA (USA)
- Private message

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Elaments and magic.

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Elaments and magic.

by **Taarnish** » Tue May 01, 2012 2:09 pm

How do GMs deal with elements created from elemental spells when they are effected by opposing element, either natural or magical.

Eg1

An Elementalist casts icy surface down a narrow corridor. There followers discover it (a few of them take a tumble.) and decide to use thier oil and touches to melt the ice. Would this work?

Eg2

Same set up only this time, the followers Elementalist casts a fire based spell to remove the ice. Would this work?
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

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Re: Elaments and magic.

by **Anunnaki** » Tue May 01, 2012 2:17 pm

Hiya,

Consider using the caster's Spellcasting Test result as a target Difficulty Number (it's magical ice).

In the first example, you could use a "Damage Test" for the burning oil or the flame from the torches.

Second example, you may want to match the fire Elementalist's Spellcasting against the first caster's test result.

In both cases, you could also use the spell's Dispel Difficulty as the target number.

Just some off-the-cuff options while I watch source code compile...

Take kaer, James
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: Elaments and magic.

by **Taarnish** » Tue May 01, 2012 2:21 pm

Many thanks good sir.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

- Private message

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Re: Elaments and magic.

by **Anunnaki** » Tue May 01, 2012 2:40 pm

You are more than welcome!
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
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Etehereal Darkness spell question

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Etehereal Darkness spell question

by **Semanar** » Tue Mar 06, 2012 2:37 pm

2nd Circle Nethermancer spell "Ethereal Darkness" creates an area of darkness impenetrable by sight and light to anyone but other Nethermancers. How can one target a character inside this sphere without super-sensitive senses other than sight? This is approximately 10 yds. diameter area, covering several hexes on the mat. I do realize that attempting to attack a creature inside this area will impose a -5 penalty (for total darkness), but the first problem is - how to FIND the target? How to determine exactly which hex it occupies? Or maybe it is irrelevant and we should just assume that the target is always findable and try to hit it with the -5 modifier? And is it still only -5 for archers/throwers trying to hit from a distance?

Cheers
S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: Etehereal Darkness spell question

by **arma** » Tue Mar 06, 2012 2:50 pm

The -5 essentially represents guessing someone's position.
Note others can usually hear you, unless you try to be silent (that'd be Silent Walk and a PER Test, modified by Perception Modifiers, as appropriate, then).
Doesn't matter if you're shooting or hacking away.
Casting needs actual line of sight, though, unless you're in touch range
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Etehereal Darkness spell question

by **Semanar** » Wed Mar 07, 2012 6:15 am

Thanks a lot.

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: Etehereal Darkness spell question

by **meerkat** » Wed Mar 07, 2012 6:21 am

So what happens if you look at the caster with Astral SIght? Non living objects and mundane darkness don't exist so do you see their pattern so no negative? Or because its magical darkness and you can't see through magical barriers unless you get an excellant result (I think) they are still obscured and still a -5?

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia
- Private message

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Re: Etehereal Darkness spell question

by **Mataxes** » Wed Mar 07, 2012 7:42 pm

Ethereal Darkness is a spell effect, and so has a "living" presence in astral space. Since the purpose of the spell is to obscure vision, I would say that it does obscure attempts to use astral sensing methods as well.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

Fighting in the Dark (blindsided)

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Fighting in the Dark (blindsided)

by **meerkat** » Sat Mar 31, 2012 5:22 pm

Got a question about fighting in the dark. Say you have a human fighting a dwarf crossbowman in complete darkness. The dwarf can see just fine due to Heat Sight but the human sees nothing.

1. The human doesn't actually know what hex the dwarf is in, does he need to make some sort of perception test to figure it out or can he just move adjacent and hack away with the minus 5 modifier? If a perception test do you modify it with the difficuly of guessing where he is? eg a silenced archer is going to be impossible to locate in the dark

2. Once he does actually get beside and swings the dwarf draws his warhammer and swings back, under blindsided it states "When a character cannot see his attacker in order to react effectively to an attack, he is considered Blindsided. The character subtracts –2 from his Physical and Spell Defense against that attack." and next sentence it mentions "attacks made against a blinded character" SO does this mean the poor human is -5 to hit the dwarf if/when he finds him and the dwarf is attacking against -2 defence?

If so makes vision a pretty powerful situational modifier and an archer without some sort of enhanced vision useless in a dungeon setting..

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Fighting in the Dark (blindsided)

by **Flagg** » Sat Mar 31, 2012 7:18 pm

Unless, you know, someone has a light source.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Fighting in the Dark (blindsided)

by **arma** » Sat Mar 31, 2012 7:57 pm

1) No, it's assumed he uses his other senses. If the dwarf starts Silent Walking, however...
2) Yes.
3) Yes, and heat sight and even night vision are often overlooked when racial abilities such as tail attack, flight, or versatility are discussed. You got to introduced a dark situation as a GM to make things worthwhile, just as you need to introduce fights so the Warrior gets to use his stuff and social situations so the Troubadour gets to play with his tools.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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firing into water

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firing into water

by **kscott** » Tue Feb 07, 2012 8:47 pm

My players are coming up on the end of the Blades module and I was wondering what effect water has on things like Astral Spear, Ephemeral Bolt and other such spells well as arrows from an Archer. Any good rules of thumb out there?

thanx

kscott

Posts: 5
Joined: Thu Dec 01, 2011 2:35 pm
- Private message

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Re: firing into water

by **arma** » Tue Feb 07, 2012 9:21 pm

Most spells wouldn't be affected, they're seeking their target out.
For physical attacks, maybe some spells where it makes sense (Fireball), you could just require +1 Result Level, or a Called Shot.

(Interesting this hasn't come up before.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: firing into water

by **Flagg** » Tue Feb 07, 2012 9:52 pm

Bullets lose momentum really fast in water. I imagine that arrows, being slower and having more drag, would be even more hindered. Plus, aiming is hard because of refraction.

I'd say unless the target is within a yard of the surface, arrows are probably useless, and even then they'd do less damage.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: firing into water

by **kscott** » Tue Feb 07, 2012 10:27 pm

Wow. I'm surprised it has never come up before. I would think that some spells like Ice Mace and Chain just would not work because the magician is actually throwing something. The water would basically be like a lot of physical armor. But I would agree that many spells like Astral Spear and Spirit Dart would work just fine.

I was thinking that any spell that affected physical armor could be stopped by the water. Basically the water would provide physical armor based on its depth. Perhaps something like 15 points of armor per yard.

kscott

Posts: 5
Joined: Thu Dec 01, 2011 2:35 pm

- Private message

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Re: firing into water

by **Darksyde** » Wed Feb 08, 2012 12:38 am

I looked in to some basic info on bow fishing for the arrow part of this question. From what I gathered I'd have a -1 penalty for every foot below the surface the target is.

Now the articles I looked over generally use equipment made for the task but they also tend to be much less powerful than ye-oldy bows and cross bows for battle were. Because bows and bolts don't squash then they hit water and are much heavier than bullets they do much better at travelling through/into it.

I don't think I'd add any armor but I would also require the shots to always be made at short range or they auto miss. I know there is more specific info out there but that is my take on arrows in to water from what I could find.

Darksyde

Posts: 27
Joined: Sun Jan 29, 2012 12:45 am

- Private message

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Re: firing into water

by **Telarus_KSC** » Wed Feb 08, 2012 2:28 am

I'd model it on the Cover rules. +2/+4 to Phys and Spell Defense depending on depth (as this ups the required Armor Defeat numbers).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: firing into water

by **thezombiekat** » Wed Feb 08, 2012 7:21 am

> *Flagg wrote:*Bullets lose momentum really fast in water. I imagine that arrows, being slower and having more drag, would be even more hindered. Plus, aiming is hard because of refraction.
>
> I'd say unless the target is within a yard of the surface, arrows are probably useless, and even then they'd do less damage.

Arrows have much more mass and a similar profile area so they are slowed far less than bullets.

To see this in action consider fishermen with spear guns

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: firing into water

by **Flagg** » Wed Feb 08, 2012 8:17 am

> *thezombiekat wrote:*Arrows have much more mass and a similar profile area so they are slowed far less than bullets.

But they have lower velocity than bullets, so what's the net effect?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: firing into water

by **Anunnaki** » Wed Feb 08, 2012 8:33 am

Not sure about arrows/bolts, but for bullets, this is from episode 34 of Mythbusters:

Hiding underwater can stop bullets from hitting you.
partly confirmed All supersonic bullets (up to .50-caliber) disintegrated in less than 3 feet (90 cm) of water, but slower velocity bullets, like pistol rounds, need up to 8 feet (2.4 metres) of water to slow to non-lethal speeds. Shotgun slugs require even more depth (the exact depth couldn't be determined because their one test broke the rig). However, as most water-bound shots are fired from an angle, less actual depth is needed to create the necessary separation.

There was an experiment done using a bag of sand to protect a balloon and a gun was fired at the bag, compared to an arrow shot at it. The bullet didn't make it through the sand bag, but the arrow did (and popped the balloon). Bullets release a lot of energy on impact, so tend to shatter/flatten/whatever; lower velocity missiles lose less energy, so in some conditions can perform better.

I'm not much of a physics person, so this is not a claim to accuracy or fact.
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: firing into water

by **ragbasti** » Wed Feb 08, 2012 9:16 am

I've seen that episode,too. ^^

However, I can tell you from personal experience, that arrows are not nearly slowed as fast as a bullet. This is due to the general shape of the arrow and its tip. The Water slows around it alot better than around a bullet. Especially old, primitive bullets which were only a metal bead.
One thing I should add though: Arrows go deeper than bolts.

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am

- Private message

firing into water

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Re: firing into water

by **Anunnaki** » Wed Feb 08, 2012 9:28 am

So, for arrows, it's probably a combined damage reduction/hit modifier situation?

Maybe keep it simple, something like:

Depth: Effect
Shallow (Up to 1 yard): No modifier
Medium: (Up to 2 yards): -2 Damage Step; +2 Cover modifier
Deep: (Up to 4 yards): -4 Damage Step; +4 Cover modifier
Really Deep (>4 yards): Can't be hit

Regards, James
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

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Re: firing into water

by **The_Gun_Nut** » Wed Feb 08, 2012 12:19 pm

It has to do with surface area of the impact. The larger the surface area, the more energy is transferred to the intercepting medium. A broadhead tipped arrow will penetrate more than a target (blunt) arrowhead, or a bullet.

The bullets that have conical shapes, and thus a smaller impact cross-section, tend to be supersonic, and thus break up more on impact.

EDIT: I'd have it penetrate deeper based upon the original range of the bow in question. Say, a number of feet equal to the short range of the weapon in hexes?
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: firing into water

by **Flagg** » Wed Feb 08, 2012 12:41 pm

I think this calls for a test! Who has a swimming pool, a bow, and a death wish?
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: firing into water

by **Anunnaki** » Wed Feb 08, 2012 12:57 pm

Hiya,

> *The_Gun_Nut wrote:*I'd have it penetrate deeper based upon the original range of the bow in question. Say, a number of feet equal to the short range of the weapon in hexes?

If you like, sure! Whatever works in your Barsaive. I considered that, but wanted to try to keep things simple and easy to remember, rather than grade the result by weapon. Bear in mind that angle comes into play as well as weapon power and probably a whole bunch of things that haven't been discussed (water current, and so on). Also, in the heat of the moment, the shooting character isn't Crunchy though some people think Earthdawn is, it's really still very abstract.

You could replace "yards" with "hexes" to get double the penetration distances if you like (and it's still easy to remember: 2 hexes = -2/+2; 4 hexes = -4/+4).

Kind regards, James
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: firing into water

by **thezombiekat** » Thu Feb 09, 2012 4:19 am

> *Flagg wrote:*
>
> > *thezombiekat wrote:* Arrows have much more mass and a similar profile area so they are slowed far less than bullets.
>
> But they have lower velocity than bullets, so what's the net effect?

The arrow loses a lower percentage of its speed for each foot of water it passes through, so it looses less damage than a bullet passing threw the same distance.

A spear from a spear gun has a similar size shape and density to an arrow and has an effective range under water of about 20m. Based on the myth busters episode sub sonic bullets have 1-2 m, supersonic bullets maybe 10cm (the pressure wave shreds them).

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: firing into water

by **slayride** » Thu Feb 09, 2012 4:26 am

Generally when my Player Characters were fighting in water in melee they received a -3 penalty to Attack and Damage

Tests (This situation actually came up in the Prelude to War quest to raise one of the sunken airships in the river and they came under attack by water elementals summoned by a Theran Elementalist). Same situations with bows firing into the water against a submerged target.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

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Re: firing into water

by **crzydevil** » Sat Feb 11, 2012 10:37 am

There are about 20 things to take into consideration here. One thing that I didn't see mentioned is that most arrows meant to be fired into, or through, water (such as fishing arrows) don't have any fletching. This is because fletching causes arrows to turn in the water. This of course isn't really an issue unless the target is more than a couple of yards under the surface. You can make this as simple or as complex as you want it to be. Personally, I'd decide on the exact parameters and come up with a simple, but attainable, modifier. I think Slayride has it. Short and sweet.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Re: firing into water

by **thezombiekat** » Sat Feb 11, 2012 8:43 pm

> *slayride wrote:*Generally when my Player Characters were fighting in water in melee they received a -3 penalty to Attack and Damage Tests (This situation actually came up in the Prelude to War quest to raise one of the sunken airships in the river and they came under attack by water elementals summoned by a Theran Elementalist). Same situations with bows firing into the water against a submerged target.

I like this ruling. We all know effectiveness should be reduced but could argue all rear about why and how much.

For the purpose of a heroic game a penalty that is noticeable but not crippling is needed, even if the real world would

make it impossible.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: firing into water

by **ragbasti** » Sun Feb 12, 2012 10:11 am

also the GM could just rule that at some point the opponent is just safe from the attack.
But up to that point the -3 seems fine to me - nice and simple and enough to make it noticable.

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
- Private message

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Re: firing into water

by **Anunnaki** » Sun Feb 12, 2012 1:03 pm

Simple is better.

There are always going to be situations which aren't covered by rules, so keeping the game continuity rolling along is important.

I use the "Rule of Two" in my own games: simply, add/subtract 2 to/from the Difficulty Number and/or add/subtract 2 to/from the Effect Test result, as required.

This is applied on-the-fly as I adjudicate results. As the GM, I know what the DNs are and I record the results of Effect Tests (Damage Tests, and so on), therefore it's easy to keep things rolling along without getting hung up on lengthy conversations about types of missiles and penetration capabilities (similar thing applies to the other thread about cooperative actions, btw).

"Did that arrow hit the guy underwater? Yeah, you think so. Make a Damage Test just in case. You think there's blood in the water, but it's hard to tell with all the chaos going on around you and the poor lighting. How badly hurt do you think your opponent is? Want to spend a round making a Perception Test? No? OK."
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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

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- Website

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Flying in bad weather.

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Flying in bad weather.

by **thezombiekat** » Sun Mar 04, 2012 10:21 pm

Flying in bad weather.

I am sending my party after the air galleons of thrall now fling an airship in those mountains is inadvisable due to the wind, no problem they don't have one. What they do have is a windling and the flying carpet spell. What roll would be appropriate for flying in high winds, and later in a blizzard.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Flying in bad weather.

by **Slimcreeper** » Mon Mar 05, 2012 6:59 pm

I don't know . . . that sounds like a particularly inglorious TPK.

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

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Re: Flying in bad weather.

by **crzydevil** » Mon Mar 05, 2012 8:27 pm

My first thought is this: If flying an airship is inadvisable, windling and magic carpet flight would be next to impossible. If you had to assign a difficulty number, I would consult the chart (pg. 89 GM guide). Personally, I would think this very hard or heroic. So, novice is looking like anywhere from 13-20. Journeyman, 19-27. If you're set on them doing it, use the lower end.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Re: Flying in bad weather.

by **arma** » Tue Mar 06, 2012 2:43 pm

Have a look at Swimming.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

grognak's(or so) teddybear

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grognak's(or so) teddybear

by **ukhata** » Fri Mar 02, 2012 6:07 am

Yesterday when playing we sorta came into a remebrance of a thread item we created on the old forum.
it was a teddybear that would shamble to a horror spread its arms and then exclaim "DA-DY!" and explode horribly cause massive amounts of damage.

i faintly rember it being Named Grognak's teddybear or somesuch.
can anyone remember what it was called and what the threads were again?
or perhaps give me a link to a storage of the old fora so i can find it myself

many thanks

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Re: grognak's(or so) teddybear

by **werefrog** » Tue Mar 06, 2012 6:28 pm

The old fora are gone.

The Werefrog save the item in a virtual pc on the old computer of The Werefrog. However, that computer has gone kaputsky. If a power supply could be installed, it will work again, but for the time be, Groknar's Teddybear may be lost to the ages.
Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33
Joined: Sun Nov 27, 2011 4:22 pm
- Private message

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Re: grognak's(or so) teddybear

by **ukhata** » Wed Mar 07, 2012 5:05 am

drat!

perhaps you can copy the virtual machine from that HD?
by plugging it into another pc?

/hopeful

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am

- Private message

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Re: grognak's(or so) teddybear

by **kevsurp** » Sat Mar 10, 2012 8:38 pm

you mean this one?

Grokmar's Teddy Bear:

Rank 1 Thread:
Knowledge: Must learn name of the bear (Snookums):
Deed: None
Cost: 300LP
effect: gain one recovery test per day after a full night's rest with Snookums

Rank 2 Thread:
Knowledge: None
Deed: None
Cost: 500LP
effect: a +2 bonus to the first recovery test after a full night of rest with Snookums

Rank 3 Thread:
Knowledge: Must learn name of the original adventurer who slept with the bear (Grokmar the Merciless):
Deed: None
Cost: 800LP
Effect:Gain 2 recovery tests per day after a full night of rest with Snookums
Gain a +3 bonus to the first recovery test after a full night of rest with Snookums

Rank 4 thread
Knowledge: Must learn the name of the little girl who gave Grokmar the bear for saving her from the nightmares (Lillian)
Deed: None
Cost: 1300LP
Effect: Spend a recovery test to heal a wound regardless of damage useable after a full night of rest with Snookums

Rank 5 thread

Knowledge: None
Deed: Must find and defeat one of the nightmare constructs of the horror that scared the little girl. 1300 lp
Cost: 2100LP
Effect: May transfer a horror mark to the bear which will then animate and walk unerringly in the direction of the horror, useable only upon waking from a full night of rest with Snookums

Rank 6 Thread
Knowledge: None
Deed: None
Cost: 3400LP
Gain a +5 bonus to the first recovery test after a full night of rest with Snookums

Rank 7 Thread
Knowledge: Grokmar the merciless mortally wounded the horror who gave the little girl nightmares. It has survived to this day, however, bearing a terrible scar from this battle. The wielder of Snookums must learn that the name of this horror is Stukfulnuraghilyeb.
Deed: None
Cost: 5500LP
Effect: The horror whose mark has been transferred now constantly hears a girl singing a child's song. This song sounds terrible to horrors, driving them to desparation. A horror insinctively knows it's doom is coming and gets very agitated. All the horror's actions are at -2 steps.

Rank 8 Thread
Knowlege: None
Deed: The wielder of Snookums must kill Stukfulnuraghilyeb once and for all and soak snookums in it's blood. This deed is worth 5500 legend points
Cost: 8900LP
Effect: Snookums now not only walks to the horror a mark is transferred to, it will explode in stuffy destruction once the horror is within one feet. This does step 35 damage to everything in a 60 yard radius. Snookums reforms within a day once a piece of stuffing is picked up and blood of the wielder is applied to it, casuing 2 permanent damage to the wielder.

Rank 9
Knowledge: None
Deed: Must carry Snookums in a visible location for a full month. This deed is worth 8900 Legend Points
Cost: 14400
Effect: Snookums grants his recovery test bonus to all tests in a given day after a full night of rest with Snookums

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: grognak's(or so) teddybear

by **meerkat** » Sun Mar 11, 2012 5:56 am

Well 'ard Teddy

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: grognak's(or so) teddybear

by **ukhata** » Wed Mar 21, 2012 5:29 am

YAY this is the one

woooohooo

thank you so much!

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am

- Private message

Group pattern

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Group pattern

by **Taarnish** » Tue May 01, 2012 2:18 pm

My PCs have formed a group pattern some time ago. Recently one of them has had thier group pattern item stollen by an enemy (Leldrin from Ardanyans Revenge).

What can the enemy do with this item?
Can he harm the PC in question via the item?
Can he harm or effect the other members of the group pattern using this item?

I believe that these group pattern items are minor pattern items and as such I expect that it's link to the PC and the group, although solid, is not hugely powerful.

I understand that King Varalus was killed after someone acquired his pattern item But I suspect that this was either a Major or Core item of his so perhaps his circumstances were different.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Group pattern

by **Smed** » Tue May 01, 2012 2:59 pm

Ouch, that hurts! He can tie threads to it to boost his abilities when interacting with the group. Your Pcs should be very worried.

Smed

Posts: 9
Joined: Wed Apr 18, 2012 4:07 pm
- Private message

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Re: Group pattern

by **EDChronicler** » Tue May 01, 2012 3:46 pm

ED3PG Chapter Nine P. 113 - 122

Group rules are towards the end of the chapter. (P. 122 "In Friendly or In Enemy Hands") should answer most of your questions.
Page 119 has a small section on People.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Group pattern

by **thezombiekat** » Wed May 02, 2012 6:55 am

There are other uses that have not been described in rules.

Certain ritual spells can be cast at distant targets if you have a pattern items. The king of thrall was killed using such a spell.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Group pattern

by **werefrog** » Sat May 05, 2012 8:03 pm

Your party is about to re-roll characters. That's what's about to happen.
Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33
Joined: Sun Nov 27, 2011 4:22 pm

- Private message

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Re: Group pattern

by **Taarnish** » Sat May 05, 2012 8:42 pm

Give me some examples of what can be done.

I understand that Varulus is believed to have been killed via a stolen pattern item but in Prelude to war it only says that the Dennerastas used a powerful ritual that required a member of their ranks to remain in casting range of The King. The stolen pattern item was planted on the poor Theran exile in Bartertown. So was the pattern item needed for the ritual or simply for the plant?
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

- Private message

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Re: Group pattern

by **arma** » Sun May 06, 2012 5:52 am

The weakest possible use for a pattern item in this situation is to simply give the caster a sizeable bonus to whatever spell she cast on the king.
There are also forms of magic that require an actual item associated with the target (like in Direction Arrow), a pattern item of the target (like Moon Shadow), or a thread connection (this is theoretical I think, but weaving to a pattern item would be sufficient). The pattern item is used, in these cases, as a spell component, just like you need pebbles for Earth Darts. Spell components make it harder to cast a spell practically because you need to acquire the components, but decrease the difficulty to actually cast it. Effectively, maybe you could make a 15th Circle spell that kills the target into a 12th Circle spell that does the same, but requires such an item.
We don't know what was actually used, and it could have been a unique spell, but the above are the most likely reasons for the use of a pattern item.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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group patterns

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group patterns

by **galafrone** » Sun Mar 04, 2012 4:54 am

Hi all, again on this topic, since i am studying it again and more precisely this time.
are these interpretations correct ?:

- the symbolic item is a minor pattern item, so by rules it can hold only 1 thread at max rank 5
- but since the group pattern thread limit is enhanced (5 threads) it means that i can boost up to 5 abilities by 5 ranks (assuming i am threading 5 threads on that group pattern
- the "5" limit is based on both the ranks and threads, the item because hold up to 5 ranks and the group pattern allowing 5 threads.

- does the symbolic item counts as "pattern item" for the limit purposes of the "number of pattern items linked to a true pattern" of the namegiver that is creating it or is a pattern item for the group pattern and not the character ?

- it's possible for a group pattern to have major pattern items tied to it ? (or core pattern items ?)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: group patterns

by **arma** » Sun Mar 04, 2012 5:26 am

1) Yup.
2) for the group
3) not by rules as written*

*but if it serves the story or allows you to make something cool of it, go for it... it's just working differently than normal pattern items, so you'd have to come up with what it does and how it works... the simplest solution being "this can now go up to Rank 7" or "can now have 7 threads" or some combination thereof
The number 5 is both a strength and a weakness of the GTP rules in a long-running item-heavy campaign. You need 5 Ranks in Threadweaving for the GTP, so say you're a Seventh Circle adept, and you got two threaded items and a GTP, you're maxed out in number of threads. But it isn't too powerful, because the GTP "only" gives you +5 if you maxed out the rank. The power is in that you can choose what gets the bonus, and that it's in one big chunk of +5.
Once you get into the Warden or Master levels, IF the GM keeps handing out items, the +5 become more and more worthless. You still have the power of choice and the big chunk of bonus, but that may become relative depending on what other items you get.
So, this requires careful planning by the GM. Mostly, not making the main advantages moot by having lots of items that give out similarly huge bonuses.

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: group patterns

by **galafrone** » Sun Mar 04, 2012 5:35 am

yeah i agree. in effect the 3 defenses and the wound threshold can be the ones that the gm can work with
if the GM dont dishes out items that enhance those 4 abilities, the group pattern can be very powerful
it's really a game where the GM needs to be aware of what he gives out, in terms of pre-planning items and on what he can allow the player to work with.
for example i the group i play with (where i am a player) i have an elf warrior that has already done a blood pact with his brother (another player) and has a very high DEX.
so at the moment, with 21 dex (increasable to 23) i have 11 PhiDef + 1 (2nd circle warrior) = 12 phidef.
i am 3rd circle at the moment, but very near to the 4th.
so if i play hardcore, i can reach 4, get thread weaving up to 5 and then pump my phidef up to 17.
that can cause great problems in terms of management of the combats for my gm, since i can be basically unhittable by "regular" critters.
and that will be a problem for those players that are floating around 10 phi def if they dont do the same.
thanks arma for the clarifications anyway

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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healing potions

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healing potions

by **galafrone** » Wed Feb 29, 2012 12:36 am

is possible to stack a booster potion and a healing potion on the same recovery test ?

situation is this:
character A has run out of recovery tests
he drinks a booster (+ 8 in the first recovery test he does in the next 24 hours)
then he drinks a healing potion, triggering a recovery test at step 8 (and healing a wound if he has at least 1)
can he do a 16 step recovery test in this way ?
or the potions arent stackable in their effects ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: healing potions

by **arma** » Wed Feb 29, 2012 12:52 am

If it's based on a Recovery Test, healing almost always stacks, by rules as written (as there's nothing that says otherwise).
You could limit it to "only one per type of bonus" but shouldn't get rid of the general idea, since combining potions, spells and other abilities for better healing is kind of intended.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: healing potions

by **galafrone** » Wed Feb 29, 2012 12:58 am

great thanks
so is the same if i still have 1 recovery test, i can drink first a booster, then a healing potion (so i trigger the recovery test) with the + 16 bonus

i will actually set a max quantity of 1 potion / kind to avoid the situations where a character drinks 5 booster then a healing to have a cumulative +48 step
(if not already in the rule)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: healing potions

by **The_Gun_Nut** » Wed Feb 29, 2012 11:47 am

Honestly, if someone were to pump up their healing juice like that, I'd allow it. It's expensive and healing is somewhat limited in ED to start with.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: healing potions

by **arma** » Wed Feb 29, 2012 1:14 pm

> *galafrone wrote:*great thanks
> so is the same if i still have 1 recovery test, i can drink first a booster, then a healing potion (so i trigger the recovery test) with the + 16 bonus
> i will actually set a max quantity of 1 potion / kind to avoid the situations where a character drinks 5 booster then a healing to have a cumulative +48 step
> (if not already in the rule)

Sounds okay to me.
Maybe we'll take a stab at a short clarification/ruling for ED3R. It's actually been on the radar for the healing potion because of the Step 8 Test. It's just been a matter of space on the page.

> *The_Gun_Nut wrote:*Honestly, if someone were to pump up their healing juice like that, I'd allow it. It's expensive and healing is somewhat limited in ED to start with.

At some point, it won't be expensive any more, though.
Some Master Level adept can easily afford the 500 silvers for 10 booster potions to get a +80 to his Recovery Test.
Kind of makes healing talents useless.
One other thing is that a "one of a kind" limit applies to spells. So, you can benefit only from one Healing Sleep, but can down a dozen identical potions?

It's not a problem most groups will get into, but can become one for mid-Level groups with Alchemy skills or under special circumstances. It's more about balancing between different healing options than limiting overall healing, in any case.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: healing potions

by **galafrone** » Wed Feb 29, 2012 3:42 pm

i totally buy your reasoning arma, and i will go in that direction.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: healing potions

by **werefrog** » Thu Mar 01, 2012 6:52 pm

How can one use 10 potions at once? Simply invoke the rule that you only get 3 magical effects on any one test. Thus, you can only get +24 steps. However, The Werefrog would not allow 2 of the same potion to affect the test, thus meaning you can have healing, booster, and possibly 1 other effect.
Barsaive Emergent: Selevite, 1st Circle Elven Adept[quote author=griton]Werefrog FTW![/quote][quote author=ED_Chronicler]to quote Griton: Werefrog FTW![/quote][quote author=avantio][move]Werefrog FTW![/move][/quote]

werefrog

Posts: 33

Joined: Sun Nov 27, 2011 4:22 pm
- Private message

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Re: healing potions

by **Slimcreeper** » Thu Mar 01, 2012 10:34 pm

I would think that if you downed 10 healing potions at once you would just barf. But I think of them as Jager stuffed with hit points.

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

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Re: healing potions

by **Flagg** » Fri Mar 02, 2012 4:08 pm

> *Slimcreeper wrote:*I would think that if you downed 10 healing potions at once you would just barf. But I think of them as Jager stuffed with hit points.

+1

In my games, healing potions taste incredibly nasty - there's no cherry flavoring.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

Hired Labor Cost

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Hired Labor Cost

by **TheQuicksilver** » Sun Jan 15, 2012 4:35 pm

So my group has managed to commandeer a small drakkar airship. They are faced with the challenge, however, that while they have a high circle air sailor to captain it, they have no one to row. So, they want to just hire some hard workers willing to row a lot, maybe even a couple air sailor adept to do the work of several normal people.

The question is, what would you value the wages of a simple rower at per day? I'm thinking something like 20sp per day, inclusive of meals and lodging on the airship, with bonuses to those who stay on for additional tours or are willing to take on learning the air sailor discipline from the captain. That'd be like 14sp, assuming a normal cost of 3sp for an okay flophouse and 3x1sp for daily meals by my math.

What do you think, am I pretty on the mark, or am I really over/under valuing day laborers?

TheQuicksilver

Posts: 28
Joined: Fri Dec 23, 2011 12:39 pm
- Private message

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Re: Hired Labor Cost

by **arma** » Sun Jan 15, 2012 5:57 pm

Cost of living at basic standards at an Inn is 1 silver per day (3 simple meals, flophouse).
But you can probably live much cheaper at home (about a third of that), but at the same time, need extra money for clothing, feeding the kids, etc..
So for simplicity's sake, you can assume a silver to be an average wage for basic work that requires limited skills.
Skilled work would probably go up to five times that.

So, you could hire your deck hand for a silver a day or less (that would include his meals), but the crew requirement needs skilled labor (you need them to succeed at Air Sailing Tests), so you'll want to pay them 1.5 to 2 silvers.

As you need about 10 Result Levels to maneuver a small drakkar, your 20 silvers per day are about right (albeit for the whole crew).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Hired Labor Cost

by **The Dread Polack** » Wed Apr 11, 2012 2:17 pm

This just came up in last night's game.

1.5 to 2 silver per skilled laborer sounds appropriate, but another thing to consider is the dangers of air sailing. My group was sailing into Ustrecht, near the Twilight Peaks. Anyone who knows how dangerous that is would likely ask for more.

We were pretty sure it was too much, but I went with 1 silver per total step rating in their air sailing per day. That was 6 sp for most of them, but 10 sp for a few more experienced sailors.

So, how about "hazard pay"? Maybe they will ask for 3-4 silver for dangerous areas, and a bonus *if* they have to fight off sky raiders?

The Dread Polack

Posts: 3
Joined: Wed Apr 11, 2012 2:09 pm

- Private message

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Re: Hired Labor Cost

by **Flagg** » Wed Apr 11, 2012 3:59 pm

If I'm not mistaken, a lot of jobs in medievalish times weren't things you worked 9-5 and then went home. Often you lived where you worked, and room and board was part of the deal. You'd have to be pretty skilled to actually get paid on top of that.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Hired Labor Cost

by **Flagg** » Wed Apr 11, 2012 4:01 pm

In China during the Ten Kingdoms period (roughly analogous to the Cathay setting), professional soldiers weren't paid

at all.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Hired Labor Cost

by **The Dread Polack** » Thu Apr 12, 2012 12:08 pm

That may be true. Unfortunately, this is not a normal situation. The chinese soldiers you refer to aren't a very good analog to what I'm talking about. I doubt many of them had much of a choice, and it they did, their devotion to their godlike emperor, or religious-like devotion to their nation isn't reflected in the climate of Barsaive. I doubt a bunch of near-peasants with a rank in air sailing are ready to risk their lives to help the PCs kill things and take their treasure. Much less, are my PCs ready to say "Who's ready to die in glorious battle in service to... to... us?"

Any idea how much they should get paid, or was that just a side-comment?

A couple of the players, as it happens, recently visited our local Science Museum exhibit on pirates, and made the interesting point that pirates often had better living conditions than merchants. While being a merchant sailor was only a short step away from slavery, pirates were free men, equal to eachother (other than rank on the ship), and they actually had more room for living quarters since they didn't carry cargo. No wonder it was so popular (relatively speaking). They were also racially diverse.

That, unfortunately, also doesn't help my situation much since the party isn't a group of pirates. They mainly adventure/treasure seekers at the moment. There's no loot opportunity for the crew. They plan to eventually begin real assaults on Thera. I expect their exploits will eventually draw devoted followers who will be capable combatants in their own right, and will do it for the personal reasons, glory, and the occasional loot.

The Dread Polack

Posts: 3
Joined: Wed Apr 11, 2012 2:09 pm

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Re: Hired Labor Cost

by **Flagg** » Thu Apr 12, 2012 2:50 pm

The point I was getting at was twofold:

1. Often times, 3 hots and a cot is sufficient, and
2. When actual pay is warranted, it's probably not going to be very high, since #1 is sort of included in the deal.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Hired Labor Cost

by **The Dread Polack** » Thu Apr 12, 2012 3:43 pm

> *Flagg wrote:*The point I was getting at was twofold:
>
> 1. Often times, 3 hots and a cot is sufficient, and
> 2. When actual pay is warranted, it's probably not going to be very high, since #1 is sort of included in the deal.

So, then what you're saying is that "technically, you don't *pay* the crew in coin, however, you would have to feed them, therefore you should look up the cost of a meal, times three, and that's the cost of having a crew."

Is that accurate?

You could be right on with that. The only reason I might suspect that it would be more than that is because air sailing is uniquely dangerous and requires fairly specialized skills (especially in the case of adepts). I feel like most people wouldn't take on a job for "3 hots and a cot" unless work in *Barsaive* is that scarse, and I don't get the impression that it is.

I'm under the impression that there's more to it than simply rowing. As GM I would say anyone can row a boat on the water without a skill roll, but you can't row an airship without at least a rank in air sailing. Maybe that's not a very good assumption on my part. Also, as a farmer, tailor, cartwright, smith, water-sailor, etc. you don't have to worry about falling off the deck and going splat. Another possibly inacurate assumption (on my part) is the threat of sky raiders, who seem to be a regular threat anywhere near the twilight peaks, and a looming threat as far as ther Servos jungle. And, if it's not the Trolls, it's the Theran slavers, who might not be common, but can show up almost anywhere in Barsaive and have superior ships.

Anyway, sorry for being so long-winded. I can definitely be pedantic, but I figure thats what gaming forums are for :-/

I think, for now, I will charge the crew slightly more than the cost of food & lodging (maybe 1.5) for a crew of basic non-adept air sailors. When they get a more sophisticated ship, they might need better sailors, but by then their reputation might preclude the need to pay for them. Of course, how things go (i.e. how many get killed) will affect that number.

Thanks for the advice.

The Dread Polack

Posts: 3
Joined: Wed Apr 11, 2012 2:09 pm

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Horror Call & Foul Vapors questions

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Horror Call & Foul Vapors questions

by **Razan** » Fri Mar 09, 2012 5:09 pm

Horror Call p.176 After succesfull casting does the Horror that only exists in Astral Space becomes phisical?

Foul Vapors p.172 Does this spell affects only those that are within range and line of sight of caster while being cast, or does it hurt also those that comes in the afected area in next round(s), or those that are within AoE but caster cant see them?

Razan

Posts: 2
Joined: Wed Feb 01, 2012 4:06 pm
- Private message

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Re: Horror Call & Foul Vapors questions

by **crzydevil** » Sat Mar 10, 2012 9:30 am

For Horror Call, I would think that this spell creates some sort of physical embodiment for Horrors that only exist in the Astral Plane.

For Foul Vapors, all targets within the area are effected. Any target that enters the AoE while it's still active are also effected. Line of sight is not required for targets to be effected.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm
- Private message

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Re: Horror Call & Foul Vapors questions

by **arma** » Sat Mar 10, 2012 10:22 am

Horror Call:
Go with what fits best for you, really.
The spell/circle exists on the astral plane too, though. So a Horror can be inside, just on the astral.

Foul Vapors:
something went wrong with this between design and layout, you can already see this from the AoE range (the one in the description is the correct one).
The spell should have TSD +1/target and should say targets in AoE are affected, not characters.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

Illusions, Disbelieving and Sensing..

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Illusions, Disbelieving and Sensing..

by **meerkat** » Tue Mar 20, 2012 2:20 am

In a seperate thread about Displace Image Arma mentioned

> *arma wrote:*It's one of the better spells, but there's a free Disbelief (6) Test if you don't Concentrate (takes your Standard Action), and Sensing (13) Tests come up regularly (if they don't, you get little out of the spell).
> In a heated battle, you're okay if you get two "misses" out of it.

Which reminded me on the old Forum there was a good Thread about Illusions and when you got Sensing tests, Disbelief Tests and what situations counted as sufficient justification to make a DIsbelief Test. ie "I've seen an ephermeral bolt when I was a lad and the spell you threw looks like that did so I should be able to make DIsbelief tests"

Also there was discussion about when you would get free DIsbelief tests (which normally cost a Standard Action if I recall).

Any chance of getting a recap of that discussion on the new forums please Arma?

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Illusions, Disbelieving and Sensing..

by **arma** » Tue Mar 20, 2012 1:39 pm

It's very dependent on style (the blessing and curse of illusions being treated as its own thing), but for the most part:

regular Disbelief: you can always make this, but it's a Standard Action and costs the Strain
non-regular Disbelief: is sort of a resistance test and is prompted, such as in Displace Image, and this is rare.
Sensing: any test made against an illusion automatically senses

Disbelief is much like with WIL Tests vs. fear in regards to when it happens and if it's a Standard Action. If it

specifically mentions/prompts it, it's usually free and automatic.

Now, some GMs require some sort of justification for the regular Disbelief. It's a decision based on principle, but the rules don't require it.
The more ambiguous thing is situations where it's in doubt whether or not you should get a Sensing, or whether or not something you do counts as a test against the illusion and hence is a Sensing Test. You're basically looking around all the time, so some would ague you're entitled to constant PER tests, and as such have a constant chance to Disbelieve. By the same reasoning, however, you should be making DEX tests constantly or you'll trip.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

jumping

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jumping

by **kevsurp** » Sat Apr 21, 2012 11:25 am

ok this came up at my last game session

how do you handle jumping without great leap?

my players were trying to jump over a trap section of floor and none of them have great leap and the skill doesn't allow default use.

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: jumping

by **arma** » Sat Apr 21, 2012 12:03 pm

Ah, been meaning to get back to this.
You can just use great leap from the principle of it, but the problem for defaulting is that defaulting normally applies a result level modifier, and that can't really applied to rolls without difficulty numbers. So the question is what to use.
Maybe apply initiative penalties when defaulting only, or Harried, or a flat modifier.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: jumping

by **galafrone** » Sat Apr 21, 2012 10:04 pm

i define the distance in meters [(high + long) then add
+0 if the player has a decided for a RUN move (he doesnt do that, he just jump with some start)
or
+ 1 if he has chosen a simple move (same as above, the move is in effect the jump)
or

+ 2 if he has to jump with no start (like he is surprised by a trap or something like that)
as the difficulty number
that difficulty number is the object of a DEX roll (with modifiers for initiative penalty)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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languages

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languages

by **galafrone** » Fri Feb 24, 2012 8:47 am

Hi all, just dropping this topic to see how you gamemasters cope with the different language in the "ED" universe.
there is barsaive, where there are "racial tongues"
but how are the languages of the other areas ?
and, moreso, is "dwarven" the same for all the theran empire (barsaive included) ? or the throalic dwarvish tongue is like... russian, and the talean dwarves speak an "italian" version of the dwarven tongue ?
shouldnt be effectively better to define the languages as for areas (and eventually racial/social groups that stay outside the current cultural mainstream ?)

for example, if i am born in barsaive, i learn throalic first then a "racial tongue" (say t'skrang, if i am a t'skrang)
my t'skrang goes in vivane and meet some vivane t'skrang. is the language the same in linguistical terms ? (that means, the root of the tongue are the same, but maybe is a different dialect, still understandable) then my t'skrang goes in talea, meets a carinci t'skrang. What this noble theran talea born T'skrang use as "racial tongue" ?

so, are the racial tongues all deriving from the same "linguistical root" but still different languages (like italian, french, spanish and rumanian all deriving from latin but still they are different languages and not dialects of the same tongue)
or
they are the same language but with different accents/words based on different cultural patterns ? (like the italian tongue has many regional dialects, sometimes very different from the original, sometimes nearly the same as the regular italian ?)

any input is appreciated

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: languages

by **Darksyde** » Fri Feb 24, 2012 2:20 pm

There is a small section reguarding dialects attached to the description for speak and read/wright language talent.

It dosen't really go into any rules that I could see reguarding comunicating to someone who speaks a different dialect beyond the standard rules for the talents/skills but they are something in the game. Throlic is listed as a Dwarvish dialect in the examples for learning the dialect. They get added in Parentheses next to the language on your sheet. There are definately dialects in the game world.

Darksyde

Posts: 27
Joined: Sun Jan 29, 2012 12:45 am
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Re: languages

by **galafrone** » Fri Feb 24, 2012 3:31 pm

yeah i got that, but what i was looking for was something more related to the "overall background" than the specific rules of speak language.
usually you stay in barsaive, so that isnt a great problem, but if you go elsewhere ? say marac ? o indrisa ?
wich languages ? and if a marac dwarf goes in indrisa or in cathay ? the dwarf is speaking a dialect for the indrisan dwarves (so the dwarven -racial- tongue is considered the same) or is speaking a totally different (even if racial) tongue ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: languages

by **The_Gun_Nut** » Fri Feb 24, 2012 6:34 pm

For simplicity, I'd say it is a dialect, since you have to use up a "slot" from the Speak Languages talent to learn it, anyway.

The skill (and the optional rule derived thereof) would be a different animal altogether.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
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Re: languages

by **galafrone** » Sat Feb 25, 2012 3:55 am

well, all in all i dont like at all the "racial tongues" idea.
if you are in a multicultural setting, like ED is, all the folks should speak the same tongue.
and maybe use a racial dialect version of it.
in effect, ED uses the racial tongues as the main tongues, and the tongues that are more widespread are the racial tongues that are the cultural dominant ones (throalic dwarven in barsaive)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: languages

by **arma** » Sat Feb 25, 2012 4:48 am

The thought is that the multicultural thing is "new". Before the Scourge, they didn't mingle that much, and only the book of tomorrow taught people the same language, laying the ground for people to get together.
In other regions, where it's not a new thing, there's non-racial languages. For example, Cathay.
With Thera, Thera's origins are in Barsaive, and their noble houses are still somewhat racially segregated. They'll use a common tongue "Theran" developed from a Sperethiel dialect, but they may retain racial languages for their houses for sub-cultural identity.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: languages

by **Telarus_KSC** » Sat Feb 25, 2012 5:24 am

There are some interesting linguistic threads running through the setting.

Sperethiel is the "root Elf language". This is a relatively stable tongue (speakers live very long) and back in the Age of Dragons was probably developed from the root human language of Yrns Morgoth (the ancient city in the mist swamps) and Dragon tongue, when the Dragons bred the elves. Most elven communities which had ties to the Elven Court pre-Scourge would retain the core of this language.

Elianar Messias's native Sperethiel, & the Martyr Scholar's work on the Books of Harrow which led to the founding of Thera, influenced the budding empire's "official" language (probably incorporating human/dwarf/t'skrang terms from the Agean people conquered). It's also noted that the Therans are in the habit of throwing together slaves from far-flung provinces who "do not share languages, culture, or knowledge of the local area" in order to prevent revolt.

Theran is very, very close to the Sperethiel used in Blood Wood, but different enough to be counted as a separate language.

Throalic Dwarven was spread across the province of Barsaive because of the Books of Tomorrow (which start with

language lessons in Throalic & pictogram writing... very smart). As arma says, this was the major advancement in communication to happen, and the effects were only felt after the Scourge ended.

> *Namegivers of Barsaive wrote:*The language we know as modern Throalic developed from two older, related dwarf tongues spoken in the Kingdom of Scytha and the long-vanished city-state of Ysdragyl. The languages of the two realms were quite similar, and elements of each appear in the language of Throal.

Throal was in a unique position to provide the Books to every kingdom accepting the Theran Rites of Passage & Protection. Not to mention it had been used as the language for written contracts during the Theran rule pre-Scourge, and as-such had incorporated many terms from the local languages. The root of standard words for measurement, weights, money, and contract terms, plus the introduction of "pan-Barsaivian terms" (it's in the GM's Guide, p 29) led to widespread adoption as a Common Tongue. As such, it's not really just "dwarven" anymore, but Throalic. The people of Barsaive are as much united by shared bits of culture and language now, as they are by the Wastes and the Aras Sea pressing upon each side of the province.

Pockets of racial and "local" languages do pop up around communities which didn't have the Books of Tomorrow, tho.

As to the 'racial languages', the two that are actually commonly spoken are Troll and Ork(called Or'Zet). The troll kingdoms and ork clans pre-scourge each came from a "root" Troll or Ork culture. The Orks trace to Cara Fahd (and then get fragmented all over the Theran Empire due to slavery and as such carry their language nearly everywhere). The Trolls start as cavalry clans from the Scol Mts (and possibly north of the Bloodwood), with the kingdom of Ustrecht being a branch of the Scol Trolls. The Crystal Raiders were a later branch of this culture, leaving Scol/Ustrecht as ancient dialects. As 'living' languages, you can expect a great deal of local dialects or pidgin tongues, many of which might incorporate words borrowed from Throalic (or be the root of words that Throalic borrowed), but each probably have a solid core going back to before the founding of Ustrecht / Cara Fahd.

It should also be noted that Or'Zet has shifted radically with the Scourge, with ancient Or'zet having much shorter, clipped syllables, and 'modern' Or'zet having longer words due to the influence of Throalic.

T'skrang, & ancient Elven (Sperethiel) are the only two languages that count as "pure racial languages" mostly because the elves of Bloodwood, and the various T'skrang Houses are the only "racially segregated" communities left in Barsaive. As such, the languages serve as a way to transmit cultural rituals specific to these races, and are reserved for formal official functions. Only the elite of these communities learn to read and write the full racial language, and as such these are the most "at risk" of being lost (or corrupted past recognition in the case of spoken Sperethiel).

T'skrang as a language is unified-in-some-sense by the 'lahaha' process and the ability to pass on racial memories to the next 'lahala'. This ensured the myths of the Serpent River suvrived the scourge, and explains why even the t'skrang in Vivane province speak nearly the same tongue as House Syrtis in Northern Barsaive. On the other hand, the books say that the Scourge "fractured" the t'skrang tongue, so each river village may have it's own dialect depending on how isolated it was. Whether this language is spread around the globe like Elven/Sperethiel is up to your game's creation myth for the T'skrang (but it's won't be nearly as unified as Sperethiel or even Or'zet). There is something in the fiction to support this, as the t'skrang of the House of the Spirit Wind forget the 'base' t'skrang language when they hit puberty and naturally manifest a tongue of whistles and birk-like calls (dragon meddling, I think... better to communicate across the mountain cliffs), but some of them re-learn their racial tongue or learn Throalic.

The Jungle T'skrang have a "dialect" of the root language for each tribe like the river t'skrang do, and also have a "drum language" used to communicate over miles of jungle terrain. Civilized t'skrang get very early, very solid education in language and mathematics (a good fit for a trading culture), and so many know and converse in tongues other than formal T'skrang for everyday business. As the next major trading power, the t'skrang houses adopted Throalic as the Common Tongue very quickly. The t'skrang numeral notation system is also widely used (and has been partially translated to throalic using a limited set of t'skrang characters). Interpreting written t'skrang is an art form, as many authors and poets were purposely vague in their pictograms, encouraging mutliple meanings and personal interpretation from the reader (an author in NoB notes that this makes Grimoires written in t'skrang very difficult to correctly interpret). It's is also a slowly dying skill (like reading/writing Sperethiel) that certain factions are trying to revive.

I consider Obsidiman and Windling tongues to relate to Elemental and Faerie spirits, respectively (Windling would have a lot of borrow words from Sperethiel, with many clan dialects that borrow words from local Namegivers).

Obsidiman language is very much "otherworldy", mainly due to the different perception of time by Obsidimen. A simple greeting may last several hours, and small talk might last a day or two between obsidimen before getting to the "meat" of the conversation. Words are long, fluid, info-dense packets of concepts, for example "*raallehemaraweoroniyalinn*" means "sunrise", but it also means "the rebirth of the sun's light from the darkness of the inner earth wherein it has slept." (taken from Namegivers of Barsaive)

Human tongues would be very "tribal/ethnic" oriented, but probably have some vague similarities. The Scavians would have traces of the Yrns Morgath-tongue, or even Sperethiel, but other tribes would probably have widely varying tongues of various sophistication.

I recommend the Language Glossaries in Namegivers of Barsaive for more examples. I hope this helps!
Last edited by Telarus_KSC on Sat Feb 25, 2012 7:15 am, edited 1 time in total.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: languages

by **arma** » Sat Feb 25, 2012 5:38 am

> *Telarus_KSC wrote:*Theran is very, very close to the Sperethiel used in Blood Wood, but different enough to be counted as a separate language.

I'd say it's mainly because of vocabulary. Adepts from all over the mediterranean/europe met up to build Thera, and they all brought their own vocabulary with them. If you look at some Theran words that are clearly inspired by latin, there's nothing like that in any of the Barsaivian languages that I can think of right now.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: languages

by **Telarus_KSC** » Sat Feb 25, 2012 7:17 am

That's a very interesting point. Another one to consider would be if the Elven ethnic sub-groups from Cathay speak Sperethiel.....

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

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Re: languages

by **arma** » Sat Feb 25, 2012 7:23 am

Ki Mao is a dialect of Cathayan, Gar is its own language.
There are no racial languages at all in Cathay (but the gar are not part of Cathay).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

languages

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Re: languages

by **The_Gun_Nut** » Sat Feb 25, 2012 11:00 am

An academic linguist would have a field day in the setting.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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Re: languages

by **galafrone** » Sat Feb 25, 2012 12:35 pm

thanks to all the contributions, expecially telarus resumè (and the following points).
i love this forums.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: languages

by **Slimcreeper** » Tue Feb 28, 2012 9:56 pm

Agreed Galafrone! Telarus, with your permission, I'd like to use your little lecture whole on my obsidian portal as the language summary.

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

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Re: languages

by **Telarus_KSC** » Wed Feb 29, 2012 1:05 am

Sure, you might want to edit it a bit, there's some "GM/Vasdjenas- only" information in there.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: languages

by **Slimcreeper** » Thu Mar 01, 2012 10:35 pm

Sweet! *quick steal*

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

Lightning Born Knacks

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Lightning Born Knacks

by **Flagg** » Thu Feb 09, 2012 8:51 am

Apologies if this is answered somewhere, and I'm just lazy and/or blind:

Do Storm Children require a tutor to learn Lightning Born knacks?

Are the training times the same as normal knacks?

Thanks.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Lightning Born Knacks

by **arma** » Thu Feb 09, 2012 9:59 am

All the normal rules for learning/developing, LP Cost, times, use, etc. apply.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Lightning Born Knacks

by **Flagg** » Thu Feb 09, 2012 1:01 pm

Thanks, arma.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

Looking for a spell...

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Looking for a spell...

by **Flash** » Mon Jan 02, 2012 2:25 pm

My Nethermancer just hit 4th Circle and has a Krilworm for a familiar. I'd like to find (create if necessary) a spell that creates an Astral pocket for my familiar during the day. So very specific duration of sunrise to sunset. Does any spell already exist that is somewhat like what I am mentioning? Also, I looked through all of my 3rd ed books and I don't see any rules for creating spells. Did I just miss that section? I know it was in one of the 1st ed magic books...

Flash

Posts: 13
Joined: Wed Dec 07, 2011 1:17 pm
Location: Carlisle, IA.

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- Website

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Re: Looking for a spell...

by **slayride** » Mon Jan 02, 2012 3:53 pm

Interesting, seems to me a little out of reach at Fourth Circle, being that Astral Pocket is a Ninth Circle Warden talent. Pocket Guardian is at Second Circle, it summons a guardian for you pouches. You might need a modified version of the spell, something like a Third Circle version. Call it something like Familiar Guardian. The Familiar Guardian will permit only the magician OR the magician's familiar to enter the pouch. Anyone else will be attacked. The Familiar Guardian can only be placed in a large sack or backpack, as it is larger than the pocket guardian, and space is also needed for the familiar. Follows all the same rules and requirements as the Second Circle spell Pocket Guardian other than this added effect with the following design stats:

FAMILIAR GUARDIAN
Threads: 4
Weaving: 8/16
Casting: TSD of Guardian
Range: Self
Duration: Rank + 2 days

Familiar Guardian
DEX: 6
STR: 4
TOU: 4

PER: 6
WIL: 4
CHA: 4
Initiative: 7; Surprise Attack 10
Actions: 1
Attack (3): 9
Damage: Bite or Sting (1): 5; Surprise Strike 8
Physical Defense: 8
Spell Defense: 8
Social Defense: 10
Physical Armor: 4
Mystic Armor:: 0
Death: 28; Durability 3 [46]
Unconsciousness: NA
Wound Threshold: 7
Recovery Tests: 2
Knockdown: NA
Movement: NA (confined to the object they are summoned in)
Powers: Soothe (3): 7; Familiar Guardians use the Soothe power to coax familiars to sleep and make them feel comfortable, as well as helping them recover from damage.
Legend Award: Second Circle

Note that this would also be good as an Improved Pocket Guardian spell at Third Circle as well. Just remove the Soothe power since it is extraneous to the basic needs of that spell.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm
- Private message

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Re: Looking for a spell...

by **Telarus_KSC** » Mon Jan 02, 2012 8:36 pm

Oooh, I LIKE that. I would also allow the Familiar Guardian to be anchored to a hollow or small cave/crevice.

My first thought was a "turn your Familiar into an illustration or pattern/image for hibernation" thing (think embroidery, tattoos, carvings, paintings).

That's probably a bit higher circle, tho, if I fleshed it out.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Looking for a spell...

by **ManDrake** » Tue Jan 03, 2012 9:32 am

Interesting, I have to agree with Slayride on this one, an Astral Pocket is a bit out of reach of a 4th Circle Nethermancer. I'm curious why there is a need for something like this. I've only had one Nethermancer in one of my game and he kept his in a special soft bag that he carried in his robe. I'm curious why the need for moving the familiar out of normal space. Since they are spell matrix most of the time, you want them close by. I guess technically an astral pocket would still give you access to it since it would technically be with you. It just seems like a lot of extra work magically speaking. They don't weight very much, so I'm trying to see what the concern is?

ManDrake

Posts: 19
Joined: Mon Dec 12, 2011 1:14 pm
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Re: Looking for a spell...

by **Flash** » Tue Jan 03, 2012 9:57 am

Thank you everyone for your replies. After reading through the old 1st ed and EDC spell design rules, I tend to agree that 4th Circle seems a bit low. Not only that, both versions state that 5th Circle is needed for spell design (not that I couldn't hire someone to design it for me, still don't have THAT much silver yet

The whole reason I wanted the spell was just to keep the familiar safe. Seeing as the krilworm is much like a bat, and hideous looking, made sense to me that during the day it would want to sleep.

Flash

Posts: 13
Joined: Wed Dec 07, 2011 1:17 pm
Location: Carlisle, IA.
- Private message
- Website

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Re: Looking for a spell...

by **Slimcreeper** » Sat Jan 21, 2012 1:27 pm

Krillworm Carrier (tm), a home away from home for your Little Loathsome Loved One. Perfect for short trips to the

vet and even extended road trips, it includes a special compartment for Crunchy Treats (tm), made with all-natural yet indescribable ingredients. Order today and get 50% off a Delux Skeorx Scratching Post! Order today!

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

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Re: Looking for a spell...

by **Anunnaki** » Sat Jan 21, 2012 3:01 pm

> *Slimcreeper wrote:*Krillworm Carrier (tm), a home away from home for your Little Loathsome Loved One. Perfect for short trips to the vet and even extended road trips, it includes a special compartment for Crunchy Treats (tm), made with all-natural yet indescribable ingredients. Order today and get 50% off a Delux Skeorx Scratching Post! Order today!

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Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: Looking for a spell...

by **ragbasti** » Sat Jan 21, 2012 9:55 pm

> *Slimcreeper wrote:*Krillworm Carrier (tm), a home away from home for your Little Loathsome Loved One. Perfect for short trips to the vet and even extended road trips, it includes a special compartment for Crunchy Treats (tm), made with all-natural yet indescribable ingredients. Order today and get 50% off a Delux Skeorx Scratching Post! Order today!

we REALLY need a "Like"-Button on this forum xD

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
- Private message

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Re: Looking for a spell...

by **Flash** » Tue Jan 24, 2012 6:52 pm

> *Slimcreeper wrote:*Krillworm Carrier (tm), a home away from home for your Little Loathsome Loved One. Perfect for short trips to the vet and even extended road trips, it includes a special compartment for Crunchy Treats (tm), made with all-natural yet indescribable ingredients. Order today and get 50% off a Delux Skeorx Scratching Post! Order today!

Awesome!!!

Flash

Posts: 13
Joined: Wed Dec 07, 2011 1:17 pm
Location: Carlisle, IA.
- Private message
- Website

for 5th Circle - Quick Question

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LP for 5th Circle - Quick Question

by **Banjo666** » Thu Mar 22, 2012 5:01 pm

I know I could calculate this myself but I sure it has been done before

What is the minimum LP required for a Warrior to reach 5th Circle, just taking and increasing the required Discipline Talents ??

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: LP for 5th Circle - Quick Question

by **galafrone** » Thu Mar 22, 2012 7:45 pm

5 talents at first
+ 1 talent each circle (2, 3, 4)
when he has all 8 talents at 5 is ready to go
that means that if you maximize at character creation, putting all 8 talent points into discipline talents (3, 3, 1, 1, 0 best combo possible to save lp later)
you need
500 + 800 lp for talent 1 (3>4>5) (1300)
500 + 800 lp for talent 2 (3>4>5) (1300 / 2600)
200 + 300 + 500 + 800 for talent 3 (1>2>3>4>5) (1800 / 4400)
200 + 300 + 500 + 800 for talent 4 (1>2>3>4>5) (1800 / 6200)
100 + 200 + 300 + 500 + 800 for talent 5 (0>1>2>3>4>5) (1900 / 8100)
100 + 200 + 300 + 500 + 800 for talent 6 (0>1>2>3>4>5) (1900 / 10000)
100 + 200 + 300 + 500 + 800 for talent 7 (0>1>2>3>4>5) (1900 / 11900)
100 + 200 + 300 + 500 + 800 for talent 8 (0>1>2>3>4>5) (1900 / 13800)

13.800 lp total
but you will be dead a lot of times, no durability and no other useful talents in between

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: LP for 5th Circle - Quick Question

by **slayride** » Fri Mar 23, 2012 1:26 am

generally its not worth it to advance in that manner. Leaves you pool talents in the dust (especially Durability), and also ignores thread weaving and serious upgrades starting at Fourth Circle for most characters. There are some pool talents you can get away with not upgrading for a while. For example, my Seventh Circle Nethermancer has Spell Matrix 7, Enhanced Matrix 7, Spell Matrix 3, Spell Matrix 2, Spell Matrix 1. Generally speaking, the Spell Matrix Rank 1 is reserved for a First Circle no thread spell such as Spirit Grip or Spirit Dart. The Spell Matrix Rank 2 usually held Zhong Smacks the Hand or Shield Mist, but seems to be outdated now that I have Spirit Dodge. Rank 3 usually has Death's Head or used to have Pain, also outdated now that I have Constrict Heart. As a character decision to save legend points, it worked out okay, as the matrices that see the most use are my enhanced for switching spells, and my Rank 7 spell matrix usually has Constrict Heart. But this decision, has now handcuffed me in a way, as I struggle to have powerful spells at my command in my high rank matrices. So nerfing your pool talents may seem cool, but in the end it just tends to bite you later.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

- Private message

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Re: LP for 5th Circle - Quick Question

by **lortas** » Sun Mar 25, 2012 7:08 am

Another quick way is to use the Earthdawn Character Editor. Just choose a discipline, increase circle to 5, and distribute the talent start ranks. Now have a look at the calculated LPs.

lortas

Posts: 19
Joined: Sun Dec 11, 2011 5:13 pm

- Private message

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Re: LP for 5th Circle - Quick Question

by **ragbasti** » Sun Mar 25, 2012 8:26 am

generally you can have a well developed 5th circle character with about 20k legend points.

ragbasti

Posts: 54

Joined: Wed Nov 23, 2011 4:35 am

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Magic Item Questions

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Magic Item Questions

by **Meat Puzzle** » Sun Feb 12, 2012 2:27 pm

Hey everyone I just had some random questions in the field of magic and figured this would be a great thread to start so we can go to one place for all our magic item questions.

1. Can a Magician still cast if his grimoire has been taken away and if so what are the negative effects of this happening if any?

2. I know they have "One-Size (fits all) Hats but do any other magic items normally change size to fit the user or wearer? Mostly this applies to Windlings and Trolls but also maybe Dwarves too in some cases. Thinking mostly about common magic items like even a firestarter seems like it would be the size of a pole arm for a winding if it was made for a normal size person or even blood charms might be too big as well. Then we get into threaded magic items, I notice I haven't seen any named magic items for windings anywhere, what if a winding wove a thread to Nioku's Bow would it resize for said winding or is he/she out of luck?

3. Do Blood Charms need anything special to put them on or can anyone just attach it when they find one? Also do blood charms fall off a dead person allowing characters to grab them as loot or treasure?

4. I noticed in the Kratas book that Garlthik One-Eye has Forest Robes which seems to grant him Spellcasting and the ability to use Earth Blend. Does this mean he actually has the spellcasting talent and can use it like any other magician? Could he get other spell matrix objects and have other 0 thread spells put in them so he could cast them?

5. Lastly I have wondered for some time now if a person with blood pebble armor could wear regular armor on top of it? It seems like there is no physical reason why he couldn't but this also seems way too powerful.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
- Private message

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Re: Magic Item Questions

by **arma** » Sun Feb 12, 2012 2:51 pm

In short:

1) Yes
Negative side effects include someone else having a potential pattern item of yours, not being able to cast from a grimoire, and not being able to learn new spells.

2) Nothing changes size unless it specifically says so. Anything not specifically mentioning size can be any size (Espagra boots could be based off of any size of boots, for example). Weapon thread items usually come with a specific

size because they base their damage off of it, they're often the only items where size matters (hence, it comes as one of their stats).
See p. 50 GM; Companion, upper right, for some rules details.
For examples of windling thread weapons, see the Rapier of Wit in the GM Guide, or the Ice Blade of Omifan and the bow Thornsling in the GM Companion. In addition, you can apply any weapon template to a windling weapon, or re-calculate other items to windling weapon stats (item history adjustments may also be required).

3) There's no requirement to use them.
There's no rules whether or not they fall off, but it's common to assume someone isn't really "dead" magically speaking until the time to use a Last Chance Salve runs out. You can play around with this depending on how you want to portray blood magic in your game. It may be just an item, or it may be something that was like a body part to someone, and now you're attaching a dead body part to yourself, eww...

4) a "Rank Bonus" means you actually get the Rank, e.g. you get the talent. You can't increase it, though, except through more magic items granting a Rank Bonus.

5) No.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Magic Item Questions

by **Meat Puzzle** » Sun Feb 12, 2012 5:57 pm

Cool Thanks again

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
- Private message

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Re: Magic Item Questions

by **Telarus_KSC** » Mon Feb 13, 2012 7:27 am

Because I've just posted in the Spells thread and have magic on the brain, I'll add to arma's answer on point 1).

A magician's Grimoire is an extension of their personal Pattern (but not to the extent that a pattern item is..... still, this close connection or "mirrored relationship" often leads to them developing as Pattern Items). Scribing a spell into a personal Grimoire mirrors the spell becoming a part of the magician's Pattern. Most living magicians would go to great lengths to retrieve a stolen Grimoire, exactly because this denies them the opportunity to learn new spells.

Once incorporated into their Pattern, the magician can Raw Cast any spell they know at pretty much any time. Yes, this

is extremely dangerous in any but Safe astral regions, but still possible. This is exactly because the spell's Pattern is right there in your own, and it's why you take Raw Magic Damage for filtering the pollution through your own pattern when Raw Casting. Now, notice how a large number of spells have crazy-easy somatic components, like "widen your eyes then blink suddenly" for Blinding Glare, as the only gestures involved. A conscious magician is a dangerous magician.

For the stolen Griomoire situation, I would go as far as to allow a magician to recreate a new Grimoire by scribing every spell they know by memory, and then adding to the new collection. But I'd stress that doesn't mean the old one still might not end up a Pattern Item, as it's still their Grimoire. Not a risk many spellcaster would take, so they'd be sorely upset at the thief.

Now, moving past Grimoires, to general spell books, etc. The use of "traveling spellbooks" in my games serve as space for mages to take notes on magical phenomena, and copy spells to bring back home to "learn", or to have copies of spells which wouldn't fit in a matrix due to Circle/Rank requirement in order to Grimoire Cast them (you can "grimoire cast" through any written/physical depiction of a Spell Pattern, not just your master Grimoire).

In order to leverage the Wizard's Book Mage ability, I've been considering making Scrolls(/scroll-like items) which would act as intermediary tech between Grimoire Casting and Spell Matrices. Scrolls (or scroll-like items) would store 1 spell up to 5th Circle. Scrolls prepared with extremely rare or costly ingredients (diamond dust, orichalcum based inks, etc) may even serve as Enhanced Matrices . This is because Scrolls are one-use items.

Casting process would be similar Grimoire Casting (Attune, Weave, Cast, Raw Magic Effects), except the Scrolls are designed to mute the Astral Flare which attracts Horrors and then destroy themselves. Scrolls accomplish this by turning that excess mana into physical light and strange effects related to the spell's Discipline which manifest around the caster. This draws attention to the caster on the physical plane, and any observer looking for magical activity gets a bonus to their PER tests equal to the Circle of the spell being cast. Illusion spells would bleed extra mana as strobing light, multicolored sparks, "faerie fire" or other sensory effects appropriate to the spell which wouldn't tip off the illusion. Elementalist spells would stir up and impart mystic energy into pebbles, leaves, smoke, etc, swirling or levitating them. Wizard magic would manifest as strange glowing geometries, triangles, and runes around the area or suspended in the air. The scroll then eats itself in a blaze of the appropriately flavored magic as the spell Effect manifests. Once cast, the Raw Magic Effects of a scroll are as follows. Roll the appropriate Warping Test against the caster's Spell Defense. If successful, roll Raw Magic Damage per the local Astral Region (Mystic Armor defends). Do not roll from random Horrors.

Pretty simple, and fills a niche in the magic system that I find missing with the existence of high-circle Multi-Disciplined Magicians and Human Journeymen Mages running around the setting. I'm also running a D&D inspired Dungeon Crawl, and wanted a manageable way to hand out "out of Discipline spell scrolls" as loot (the rare Enhanced Scroll holds 1 thread, which was built in at time of casting!) to mirror the classic loot tables and expose my players to more of the magic system.
Last edited by Telarus_KSC on Tue Feb 14, 2012 1:11 am, edited 1 time in total.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Magic Item Questions

by **Meat Puzzle** » Mon Feb 13, 2012 8:07 pm

Since their is so much talk of pattern items in this thread let me ask this, how does some one verify that an item is a pattern item? Can this be determined by using thread sight or item history or both? As an example if a character finds

some random mundane object like a hat on the side of the road could he use either of the before mentioned talents to learn that this is a pattern item of some one he doesn't even know and would he then know them or anything about them?

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
- Private message

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Re: Magic Item Questions

by **Mataxes** » Mon Feb 13, 2012 9:55 pm

Yes, using Item History (or a similar talent/ability) would let a character know that an item is a pattern item. The target number for the test would be the Spell Defense of the associated True pattern. A pattern item has one key knowledge, and I would be inclined to let the character know whether it is a minor/major/core pattern item.

Doesn't make it any easier to use (you still have the normal problems of learning what the key knowledge actually *is*), but it can be done.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Magic Item Questions

by **arma** » Tue Feb 14, 2012 1:44 am

I'd also allow simple Astral Sight.
They do have higher Spell Defenses, and you'd roll anything against Spell Defense anyway.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Magic Item Questions

by **Flagg** » Tue Feb 14, 2012 11:59 am

> *Telarus_KSC wrote:*In order to leverage the Wizard's Book Mage ability, I've been considering making Scrolls(/scroll-like items) which would act as intermediary tech between Grimoire Casting and Spell Matrices. Scrolls (or scroll-like items) would store 1 spell up to 5th Circle. Scrolls prepared with extremely rare or costly ingredients (diamond dust, orichalcum based inks, etc) may even serve as Enhanced Matrices . This is because Scrolls are one-use items.
>
> Casting process would be similar Grimoire Casting (Attune, Weave, Cast, Raw Magic Effects), except the Scrolls are designed to mute the Astral Flare which attracts Horrors and then destroy themselves. Scrolls accomplish this by turning that excess mana into physical light and strange effects related to the spell's Discipline which manifest around the caster. This draws attention to the caster on the physical plane, and any observer looking for magical activity gets a bonus to their PER tests equal to the Circle of the spell being cast. Illusion spells would bleed extra mana as strobing light, multicolored sparks, "faerie fire" or other sensory effects appropriate to the spell which wouldn't tip off the illusion. Elementalist spells would stir up and impart mystic energy into pebbles, leaves, smoke, etc, swirling or levitating them. Wizard magic would manifest as strange glowing geometries, triangles, and runes around the area or suspended in the air. The scroll then eats itself in a blaze of the appropriately flavored magic as the spell Effect manifests. Once cast, the Raw Magic Effects of a scroll are as follows. Roll the appropriate Warping Test against the caster's Spell Defense. If successful, roll Raw Magic Damage per the local Astral Region (Mystic Armor defends). Do not roll from random Horrors.

I love this idea! Any chance you'd be willing to codify it, and if you're feeling extra nice, submitting it to my site? Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Magic Item Questions

by **thezombiekat** » Sun Feb 19, 2012 11:14 pm

> *Meat Puzzle wrote:*3. Do Blood Charms need anything special to put them on or can anyone just attach it when they find one? Also do blood charms fall off a dead person allowing characters to grab them as loot or treasure?

I wouldn’t expect them to fall off but some could be removed by players after death.

Some such as the eye modifications or the tattooed on map would not be removable and cutting out a spine snake is

rather gruesome but the surface mounted physical objects such as desperate spell and absorb blow could be easily removed and reused.

Just remember the risk of blood born infections. If properly cleaned it isn't going to be a problem but if the players don't say they clean them off then they don't (medicine isn't to the level where awareness of blood contamination infections is universal) of cause not every NPC with blood charms has an infection but some will.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Magic Item Questions

by **Runemaster** » Fri Feb 24, 2012 12:43 pm

Hi there,

I am not sure wether my question fits to the game mastering section, in any case the question fits to the topic of the post. I have read the section about Named Spells (Players Companion p. 132) and it is mentioned that "the typical number of Key Knowledges for a Named spell is based on the spell's Circle, as shown on the Named Spell Key Knowledge Table" .... where can I find this Table?

Sorry if the question was asked before, but i have not find an answer via the search-tool...

2nd question:
Does "the spell becomes an independent astral entity outside of his (the magician who has cast the Named spell) control" (Players Companion p. 132 - last section) also means, that the Named spell's effect still go on, even if the magician who has cast the Named spell dies?

Greetings

Runemaster

Posts: 5
Joined: Mon Jan 09, 2012 4:35 am
- Private message

Magic Item Questions

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Re: Magic Item Questions

by **arma** » Fri Feb 24, 2012 1:18 pm

1) on the next page
2) Yes.

This is too easy. We need more complicated questions! ;D
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Magic Item Questions

by **Runemaster** » Sat Feb 25, 2012 5:23 am

You're right arma, it would have been really very simple . But I can not find that Table even on the next page. In my Players Companion there is no such a Table in the whole Spells- or Enchanting-chapter. (but perhaps I once again overread something in the book)

There are some hints about the Key Knowledge in the Dispelling Named Spells - passage, so the Table is not that important, but would be interesting.

Runemaster

Posts: 5
Joined: Mon Jan 09, 2012 4:35 am
- Private message

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Re: Magic Item Questions

by **arma** » Sat Feb 25, 2012 5:33 am

Darn, you're right.
I had checked the first version of the PDF, and that had it, but didn't check the first printing, which doesn't. So that probably got caught before it went to drivethru even, which is unusual...
Anyway:
it's 1 per equivalent Discipline status level (1-4: 1, 5-8: 2, 9-12: 3, 13-15: 4).

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Magic Item Questions

by **Neverbourne** » Mon Feb 27, 2012 5:10 pm

> *arma wrote:*This is too easy. We need more complicated questions! ;D

Ok.. You asked for this Arma.

Concerning the puppet familiar on pg. 138 of GM guide:

1) Once animated at rank 5 thread, is the puppet considered a real familiar, granting other benefits of a familiar (such as possession, blood share, additional threads woven to improve abilities, etc.?

2) If no, CAN the puppet be made into a familiar?

3) Attributes are considered to be equal to the owners - 2, with an equal death/unconscious rating and shared recovery tests. What about defenses? Are they based solely on the derived attributes? Do they receive the +2 physical defense of windlings because of their similar size? Do they receive any of the bonuses that the owner has earned by increased circles (such as the +1 to SD at circle 2 for all casters)? Can they be taught skills, wear armor, or use weapons (considering they have their own personality and a name)? What are it's movement rates?

4) If a puppet familiar is crafted to look like a windling, does it gain flight when animated?

5) Even though the puppet comes to life with no talents, can it be taught them (such as spellcasting to use it's own matrices)?

6) Can the ritual performed at thread rank 7 be done mulitple times to grant it 2 shared matrices at rank 7?

7) Once animated, how close must the puppet be in order for the owner to use the stored spells?

8) since it allows for 2 threads, can two different casters share a puppet familiar, allowing an elementalist to cast spells stored by a nethermancer (provided the spells required no additional threads be woven)? Or do they have their own pool of matrices for each character with threads woven (meaning two casters with rank 2 threads woven means the puppet has a grand total of 4 matrices stored)?

9) If it's communal matrices, if one owner has gone all the way to rank 7 and created shared matrices, can another caster weave a single thread and gain access to that shared matrix?

Have fun with that one

Neverbourne

Posts: 38

Joined: Sun Jan 15, 2012 12:36 am

- Private message

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Re: Magic Item Questions

by **arma** » Tue Feb 28, 2012 12:44 pm

1) NO! Don't let the item foll you! It calls itself puppet familiar, but that doesn't make it a familiar. And "puppet familiar" isn't even its real Name (it's just the "class" of treasure it belongs to), which it keeps secret from you! Once, in another forum, I called myself Kerkzon the Magnificent. I didn't feel any different, though. So that's how I found out it doesn't work that way.

2) Yes, and this works as follows:
You enact a magic ritual which turns it from an item into a living creature. In the process, it looses its magic. You then go through the familiar thingy as normal.
There are alternatives, though. For example, you could simply enhance the item's magic, adding another rank. And if that rank says "Effect: Can be used like a familiar." then it can be made into a familiar.
However, given the insidiousness of the puppet and its strange display of emotions, I don't know why you'd want to have a familiar like that.

3) Yes, by definition, any characteristic required derives from Attributes. I see how you'd need Defenses and all, since these things practically scream "punch me in the face". Note that it _shares_ the owners Recovery Tests rather than just having the same number, as with the Death etc. Rating. This is the puppet familiar for you. You give it life, and it runs around and gets punched in the face and then it leeches off YOUR Recovery Tests to heal itself...

4) No, because it can't play tricks on people and trolls generally display no ill will towards it.

5) No. Puppet familiars are generally lazy (if they weren't, they'd walk around on their own instead of requiring you to animate them), so they are not willing to be bothered with learning things.

6) Probably, but I really don't know what you'd want with 14 Circles' worth full of shared matrices when Armored Matrices offer you a "free" thread. Must be the familiar exerting its evil influence on you, making you take Blood Magic Damage...

7) You got to keep it on your person. That's the lazyness again. You animate it, and it still wants to be carried around all the time (I now see where you got your windling idea from, since its the same thing with these flying pests -- they can fly, for Mynbruje's sake, why do they insist on sitting on peoples' shoulders?).

8) No. To cast a spell, you need the Thread Weaving variant the spell uses to attune. Surprisingly, not the puppet's fault. It doesn't net additional matrices either, and this clearly is the puppet's fault, simply because it is to fault for so many things.

9) It IS communal matrices, but that doesn't mean you can cast from them. Two magicians of the same Discipline (or a human having learned the right stuff with Versatility) can. Two magicians of different Disciplines can use the two matrices, but can't cast each other's spells, and if attuning a new spell, dislodging the one that was already in there.
Now, here's the one thing good I have to say about the puppet familiar: Normally, you can only use an item up to the thread rank you've woven. To be able to use a matrix as an Enhanced Matrix, you got to go to Rank 3. You had the matrix all along, but only at Rank 3 can you attune it as Enhanced. But: You gain access to the matrix at Rank 1. So, someone who wove to Rank 3 could attune an Enhanced Matrix that a Rank 1 weaver then gains access to (but only for casting, if he reattunes it, he can re-attune it as a normal matrix only)! You'll only have to look out because the Rank 1 weaver only has access to one of the two matrices. That problem goes away at Rank 2, in any case.

This is the puppet familiar for you.

I'd advise to get a dog, honestly. ;D
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Magic Item Questions

by **Neverbourne** » Tue Feb 28, 2012 5:34 pm

Touche' good sir. I see I must try harder to stump you. Challenge Accepted!!

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

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Re: Magic Item Questions

by **Anunnaki** » Tue Feb 28, 2012 6:13 pm

I approve of this competition... Let the games continue!
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: Magic Item Questions

by **crzydevil** » Wed Feb 29, 2012 8:59 am

Thank you, Arma, for one of the most entertaining reads I've had in a while. This thread has made me quite certain that I will be introducing puppets into my game soon.

Apparently, we need a "Stump Arma" thread.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Re: Magic Item Questions

by **arma** » Wed Feb 29, 2012 12:29 pm

Great, now people will expect me to be funny when answering rules questions. I knew is was a bad idea when I typed it...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Missing Info on a Few Items

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Missing Info on a Few Items

by **Neverbourne** » Sat Feb 04, 2012 11:16 pm

I've been shopping through the various equipment lists in the books, looking for things to give players or buy for characters, and I cam across a couple of things I'd love to get a price check on:

1) The Warrior's Scarves mentioned (and shown) on pg.236 of the Namegiver's book don't seem to have their stats or prices listed on any of the nearby charts, and I'd love to get them, as I know a few boxing trolls who'd die to get their hands on a set.

2) Spell Matrix Objects on pg. 280 of the Player's guide doesn't seem to have any price listing, or template listing to cross-reference. I'm not sure what to charge my casters in material cost for the items they want to make.

These might just be errata for the .pdf versions I have (like the missing Gadfly spell from the Nethermancer's Spell List), but that's what I have to reference at the moment, and would love to hear what the actual costs are (also any other item related errata won't hurt).

Thanks,
Neverbourne

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am

- Private message

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Re: Missing Info on a Few Items

by **arma** » Sun Feb 05, 2012 8:15 am

These were on the old errata system, but not yet in the errata PDFs or the official PDFs.

The Scarves are DMG 1, Size 1, STR.Min 3, Cost 25, Weight 1, Availability Rare
(Being Size 1, you'd have to apply the Troll Crafting Style for trolls to use them, which would make them Size 2, DMG 2, etc..)

I actually didn't save the errata for the matrices, maybe someone else did. I just googled what I had posted elsewhere (and this may not have been final):

Type: Price, LP
Spell: 2,000, Novice
Enhanced: 4,000, Journeyman
Armored: 8,000, Warden
Shared: 14,000, Master

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Missing Info on a Few Items

by **Neverbourne** » Sun Feb 05, 2012 11:17 pm

Thanks for the quick response, arma!
One last question. Blood Matrices are listed as 1500s for a starting price. I was thinking of drastically altering this, making them priced based on the circle of the spell it is created for (making them more readily available for low level casters, and making them more expensive for the high end spells, maybe even putting a cap on highest level it can be created for). Are there any blaring reasons why this could be detrimental to a game? Also, what kind of range in price would be good? I like the idea of making alternate matrix options available to casters, so they don't feel pressured to take every matrix talent option available to them.

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

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Re: Missing Info on a Few Items

by **arma** » Mon Feb 06, 2012 3:37 am

> *Neverbourne wrote:*Are there any blaring reasons why this could be detrimental to a game? Also, what kind of range in price would be good?

No, but keep in mind that for some low-level spells, it's always good to have them available somewhere, despite your matrices being able to hold higher-Circle spells. It's a tactical sacrifice you make. (Indeed it's assumed you don't max out all your matrices, because you don't have to -- a 6th Circle magician can have 6 Matrices from talents alone, but will unlikely have six 6th Circle spells in them...)
Blood Matrices balance things mostly with the damage you take from bonding/using them, so it's not too much of a problem, but you shouldn't go too cheap either, and/or not reduce the damage when you reduce the Cost.
I'd say about 300-400 per circle is about right.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Missing Info on a Few Items

by **Neverbourne** » Mon Feb 06, 2012 4:53 pm

300 per circle seems like a reasonable cost (with no change in strain or blood damage), and I'd probably put an 8th circle cap on what can be stored in a blood matrix

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

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Re: Missing Info on a Few Items

by **Telarus_KSC** » Mon Feb 06, 2012 7:28 pm

Instead of breaking by Circle, you could break by Initiate-Novice / Journeyman / Warden / Master to have 4 tier levels (which you could match to the top 4 Availability ranks, Average / Unusual / Rare / Very Rare).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Missing Info on a Few Items

by **Neverbourne** » Tue Feb 07, 2012 10:14 pm

> *Telarus_KSC wrote:*Instead of breaking by Circle, you could break by Initiate-Novice / Journeyman / Warden / Master to have 4 tier levels (which you could match to the top 4 Availability ranks, Average / Unusual / Rare / Very Rare).

that's bloody brilliant! 400 per tier would give me 1600s for max cost (only slightly more than list price, but a lot more affordable at lower circles)

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am
- Private message

Momentum Attack vs Second Attack

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Momentum Attack vs Second Attack

by **bottg** » Tue Apr 24, 2012 3:51 am

As someone fairly new to ED, i was wondering what the advantage of Momentum Attack is? For MA you need a Good on your initial attack, and then you test MA vs the defender Physical Defence. SA is just test vs PD.

They both cost 1 strain. SA does require Karma, but this is not an absolute requirement if it is a Discipline Talent, which it normally will be.

bottg

Posts: 3
Joined: Tue Apr 24, 2012 3:46 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Stormcrow** » Tue Apr 24, 2012 4:55 am

There isn't really an advantage when directly compared as far as I'm aware. Not all talents are equally good and I believe that's intentional (e.g. Down Strike vs Crushing Blow). Which talent is more appropriate for a character often depends on the flavour/ focus of his Discipline. However, one advantage of having it as a seperate talent other than this is that you can use it in addition to Second Attack.

Stormcrow

Posts: 20
Joined: Fri Nov 25, 2011 4:02 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **Telarus_KSC** » Tue Apr 24, 2012 7:03 am

Right, Momentum Attack is 'triggered' as an option whenever you get that first Good hit. If you already have more than one attack per round, that doubles, etc, your chances of triggering it (that's why it has a once per round limit).

So you could also trigger it off of Swift Kick, Second Weapon, etc. It's supposed to complement all of your existing attacks or options. For examlpe, a high circle Sky Raider could even use a successful Momentum Attack to roll a Shield Charge Damage roll. Which means you're probably on the ground for his buddies to pound on.

Breaking from a Sky Raider (or mutli-disciplined Sky Raider .... SR + Swordsmaster *shiver*) you also have the Momentum Attack **Skill** (it still has 1 strain, whereas the other "2nd" skills usually costy 2 strain).

You find Momentum Attack skill (+complementary skills) on elite guards and heavy fighters... it kind of helps them take on adepts... kind of...

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Momentum Attack vs Second Attack

by **kevsurp** » Tue Apr 24, 2012 7:19 pm

monentum attack is only trigger on your "initial close combat attack" it wont trigger on any other attacks

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **Telarus_KSC** » Tue Apr 24, 2012 7:45 pm

That's not how I read it, I guess I interpret 'initial' differently, and goes against the "This talent can only be used once per round" language.

Any clarification from the devs?

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Wed Apr 25, 2012 12:55 am

> *bottg wrote:*SA does require Karma, but this is not an absolute requirement if it is a Discipline Talent, which it normally will be.

But that (= being worthless as a talent option) *is* a major balancing point / downside to SA, you need to look at talents in isolation, not as part of a Discipline, to compare them. That Disciplines may negate relative "worth-reductions"like this is a benefit of the Discipline, not an aspect of the talent.

Also look at skills in comparison, there SA's Karma cost is converted to an increased strain cost (because mundanes have no karma). So the system clearly considers "requires Karma" as a meaningful drawback. Or at various damage talents, which really illustrate the spectrum of various worth adjustments (available circle, cost tier, strain, karma) that one may or may not consider all that meaningful a difference *once one has aquired the talent*. They have an impact.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Wed Apr 25, 2012 12:58 am

> *Telarus_KSC wrote:*That's not how I read it, I guess I interpret 'initial' differently, and goes against the "This talent can only be used once per round" language.
>
> Any clarification from the devs?

"Initial" could be interpreted either way I guess. Technically it would seem to your regular standard action, attack, yes. But its not a rigorously defined/used mechanical term , so using it as shorthand for "once per round" is not out of the question. (In any case, prime Knack material to upgrade its trigger condition like that if its normally really only the standard attack, so in practice one may use the latter interpretation anyway)

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **arma** » Wed Apr 25, 2012 11:53 am

"initial" is synonym for the aforementioned "first" attack.
All the talk of first and second (or whatever you may call it) simply serves to explain you got to make the Momentum Attack directly following the attack that allowed it.
For example, you CAN'T:
1. Melee Weapons with Good Result.
2. Second Weapon with Average Result.
3. Momentum Attack allowed by Melee Weapons Result.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Momentum Attack vs Second Attack

by **bottg** » Thu Apr 26, 2012 3:46 am

Cheers for that. Looking through the book, you can see there are "better" talents than other, for a given value of better of course!

I have never been overly worried about absolute balance in games, so not a major problem

bottg

Posts: 3
Joined: Tue Apr 24, 2012 3:46 am

- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Fri Apr 27, 2012 2:51 am

> *arma wrote:*"initial" is synonym for the aforementioned "first" attack.
> All the talk of first and second (or whatever you may call it) simply serves to explain you got to make the Momentum Attack directly following the attack that allowed it.
> For example, you CAN'T:
> 1. Melee Weapons with Good Result.
> 2. Second Weapon with Average Result.
> 3. Momentum Attack allowed by Melee Weapons Result.

So just to have it explicit ("Initial actually means first first, not just any immediately previous"), one also CAN'T:
1. Melee Weapons with whatever result
2. Second attack with Good result
3. Momentum Attack

?

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

- Private message

Momentum Attack vs Second Attack

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Re: Momentum Attack vs Second Attack

by **galafrone** » Fri Apr 27, 2012 3:38 am

i always thought that MA can follow ONLY a "standard action melee weapons attack wich scored at least a good result, no matter what actually the defender did"
(if you scored a good or better and the defender avoided/parried, you still can use MA on that defender, immediately after the standard attack routine was over)
so it follows that you cant use a MA for a second weapon attack or a second attack

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Fri Apr 27, 2012 4:23 am

> *galafrone wrote:*standard action melee weapons attack

While going through talents for another thread, I looked this up, and it notably does not say this. It just uses "first" and "previous", vague terms which may as well just indicate the "good first, momentum right after" timing relationship. Standard action is not requested in the talent at all. And since that's terminolog that often gets rigorously used (but not here), I think I might take this as indicator for the "any attack, momentum right after" interpretation.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **galafrone** » Fri Apr 27, 2012 8:05 am

i can concurr with you about the vagueness of the terminology, i just said i always let it work as i wrote.
and after arma post in the previous page, i think i have read it as arma intended (vagueness or not).
anyway, it's just DEVS final word (or rewording of the talent actually) that can change it.
if it comes out that you can follow 1 MA after any attack (main/standard and second(s) attack / weapon) MA will be

quite good, because you can just apply it in a 3 attack rotation and not only once as you can do with "my" interpretation.
actually if you open the interpretation it can even follow the free attack you can gain from airdance

i mean not that you can do 4 MA, btw. just that you can have it triggered by 4 potential attacks that can be "GOOD" and not only once from the previous reading.
so it will be more useful

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **bottg** » Fri Apr 27, 2012 8:40 am

Re-reading the responses makes me realise i missed an important point with this in the original post.

You can of course make both in the same round (regardless of definitions etc). You would still probably choose second attack if you could only choose 1, because it doesn't require any preconditions, but by having both, you get 3 attacks in a round if required.

bottg

Posts: 3
Joined: Tue Apr 24, 2012 3:46 am
- Private message

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Re: Momentum Attack vs Second Attack

by **arma** » Fri Apr 27, 2012 11:21 am

It means the one immediately before, so you can do the above.

In other words:
Any attack XY with a Good Result allows you to use MA directly after you resolved attack XY, but only once per round.
(Except for the ones that disallow it explicitly, such as Frenzy IIRC.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Fri Apr 27, 2012 3:17 pm

> *arma wrote:*It means the one immediately before, so you can do the above.
>
> In other words:
> Any attack XY with a Good Result allows you to use MA directly after you resolved attack XY, but only once per round.
> (Except for the ones that disallow it explicitly, such as Frenzy IIRC.)

Thanks for clearing that up.

Side-note. Frenzy specifically disallows other extra attack talents to be used. Multi-Strike does not. But you cannot "interrupt" a multi-part standard action like that with a simple action like Momentum, can you? So implicitly, most of Multi-Strike's attacks would be incompatible with Momentum too, because I cannot make it "immediately" after the triggering attack? (Doesn't apply to the last of a Multi-Chain if it's Good, that can have a Momentum follow anyway, obviously)

Edit: Hmm, actually Simple Action doesn't say that it can't interrupt, the main differentiation between it and Free Action is the "own turn only" thing (Yeah yeah, and being susceptible to action cap rule until you beat fear-of-PCs-based-crap like that out of the GM with a hardcover rulebook.). Have I been imagining the no-interrupt bit?

Editedit: Hm, if Simples couldn't interrupt, Critical Hit for example would be even more satirically bad for a Warden-grade damage talent than it already is. So i guess I've been imagining it. o_O

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

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Re: Momentum Attack vs Second Attack

by **arma** » Sat Apr 28, 2012 3:52 am

Multi-Strike:
You resolve an entire attack, interrupting is not much of an issue. (We've gone into a lot of detail with the actions in ED3, but they're still mostly about how many you got).
For example, in a normal attack, you make the attack test, then damage test, and then any other tests such as knockdown tests, before making Momentum Attack. You don't wait with the knockdown until after Momentum Attack. Just the same, you could resolve all your Multi-Attacks and then go for Momentum Attack (you're pretty likely to get it, anyway).

Maybe the talent was due for a rewrite, though. It's still pretty much in the same state as in ED1, though much else around it has changed.
It's just been one of the talents that never had any issues attached to it.

CritHit:
It's Free...

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Welt** » Sat Apr 28, 2012 12:53 pm

> *arma wrote:*CritHit:
> It's Free...

Herp derp, was thinking Vital Strike. -.-

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **Grathus** » Thu May 03, 2012 4:50 am

Another thing to think about (a bit power gaming, but fun):

2nd attack is restricted to an additional attack with the same weapon.
Momentum attack does not have such a restriction (at least not in the description). Does this mean i could make

1. a shield charge attack,
2. get a good result and then a momentum attack with the sword
3. 2nd attack with the shield again
4. 2nd weapon with the sword

?

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am
- Private message

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Re: Momentum Attack vs Second Attack

by **galafrone** » Thu May 03, 2012 5:01 am

i think the momentum attack can be done only with the medium you use for the attack that generates it.
so:

1. a shield charge attack,
2. get a good result and then a momentum attack with the **shield (again)**
3. 2nd attack with the shield again
4. 2nd weapon with the sword

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Momentum Attack vs Second Attack

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Re: Momentum Attack vs Second Attack

by **Anunnaki** » Thu May 03, 2012 7:04 am

That's correct, Welt. "First first."
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: Momentum Attack vs Second Attack

by **arma** » Thu May 03, 2012 12:23 pm

> *Grathus wrote:*Another thing to think about (a bit power gaming, but fun):
>
> 2nd attack is restricted to an additional attack with the same weapon.
> Momentum attack does not have such a restriction (at least not in the description). Does this mean i could make
>
> 1. a shield charge attack,
> 2. get a good result and then a momentum attack with the sword
>
> ?

This.
It's part of the Sky raider setup/tactics.
You'll usually try to do Shield Charges first to knock opponents down and then have the following attacks benefit from decreased defense. Wouldn't make much sense if you had to go Shield Charge again, on a knocked-down opponent.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Flagg** » Thu May 03, 2012 5:22 pm

> *Welt wrote:*("Initial actually means first first, not just any immediately previous")

I think arma means the opposite.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Momentum Attack vs Second Attack

by **John Doe** » Fri May 04, 2012 2:02 am

Hi to all,

at first, i apologise for my english, but i'm not a native.

> *Grathus wrote:*Another thing to think about (a bit power gaming, but fun):
>
> 2nd attack is restricted to an additional attack with the same weapon.
> Momentum attack does not have such a restriction (at least not in the description). Does this mean i could make
>
> 1. a shield charge attack,
> 2. get a good result and then a momentum attack with the sword
> 3. 2nd attack with the shield again
> 4. 2nd weapon with the sword
> ?

I have a question to 2nd weapon. 2nd Weapon tells "...using the weapon in the off-hand...". If i using the shield as the "main" weapon - like above -, is the sword the "off-hand weapon"?

Cheers John

John Doe

Posts: 1
Joined: Fri May 04, 2012 1:48 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Grathus** » Fri May 04, 2012 2:28 am

> *arma wrote:*It's part of the Sky raider setup/tactics.
> You'll usually try to do Shield Charges first to knock opponents down and then have the following attacks benefit from decreased defense. Wouldn't make much sense if you had to go Shield Charge again, on a knocked-down opponent.

Ah cool. So there is some kind of balance between 2nd attack and momentum attack. Great! Have to test that theory next game evening.

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am
- Private message

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Re: Momentum Attack vs Second Attack

by **arma** » Fri May 04, 2012 11:35 am

@John:
There's no real distinction or handedness in ED, the term off-hand is simply used to distinguish between the two hands for Second Weapon.
It doesn't really matter what hand you use, in other circumstances.
Except for Second Weapon and Second Attack.
Second Weapon says "the other hand" and Second Attack says "the same hand". Only these two talents tell you what hand/weapon to use.
Same hand as what? The one that allowed you the attack, which usually is the one using the Standard Action.
So, the sword is the off-hand weapon, but only for the purpose of Second Weapon.
So, part of the power of Momentum Attack is that, unlike the other two talents, it lets you choose.

@Grathus:
Yes, but all in all, Second Attack is still more powerful, because it's guaranteed.

Of course, there's a couple disciplines that get both! (Windmaster comes to mind.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Momentum Attack vs Second Attack

by **Grathus** » Sat May 05, 2012 1:57 am

> *arma wrote:*Yes, but all in all, Second Attack is still more powerful, because it's guaranteed.

True. But as a skyraider, i wouldnt want to have 2nd attack instead of momentum attack. I like this concept of knocking the opponent off his feet with a shield and then introducing him to the sword...
It fits the skyraider theme perfectly.

Grathus

Posts: 11
Joined: Thu May 03, 2012 4:33 am
- Private message

Momentum attack

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Momentum attack

by **kevsurp** » Fri Feb 17, 2012 7:42 pm

if a player gets a good result on attack test but the opponent successfully parry or avoids it can he still make a momentum attack?

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: Momentum attack

by **Telarus_KSC** » Sat Feb 18, 2012 1:07 am

Hmmmm.... that's a interesting question.

As a house ruling, I'd say yes.

Parry & Avoid Blow don't change the fact that you scored a Good Success vs the opponent's Phys Defense on the first Attack. Avoid Blow states that the incoming attack is dodged, and Parry states that the defending character deflects the blow and takes no damage. Giving the offensive character, who has Momentum attack, the extra chance at a Damage roll rewards that first Good Result test. That's appropriate for an advanced Journeyman Talent, IMO.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Momentum attack

by **Mataxes** » Sat Feb 18, 2012 8:51 am

That's my read of it as well. The defensive talent (Avoid Blow/Parry) doesn't change the result of the original attack test, so I would allow Momentum Attack to be used.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: Momentum attack

by **arma** » Sat Feb 18, 2012 8:56 am

Yeah.
Result Level is independent from success or not (which is one of the reasons it was renamed in ED Classic, it was previously success level. That way, you could have failed at something with a good success...)

Ignore the part where it talks about "after damage from first attack", that is only a reminder that you completely resolve the first attack before making the momentum attack.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Momentum attack

by **kosmit** » Sun Feb 19, 2012 1:54 pm

If the blow was avoided I think I wouldn't allow. It's logical that you lose your balance (and momentum) when someone avoids your blow.

With parrying you can regain energy after weapons clash (3rd Newton law of motion: The mutual forces of action and reaction between two bodies are equal, opposite and collinear).
Of course after being parried you can also lose body balance, but it seems more logical to me.
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: Momentum attack

by **Flowswithdrek** » Sun Feb 19, 2012 2:13 pm

I guess it come down to what you consider a parry. A really good parry utilises a weapon and body movement to redirect the arc/direction of the incommng blow enough that a commited attacker loses thier balance.

Then there is what i consider a block, simply stopping the incomming attack by meeting force with force, in EarthDawn i think the parry talent/skill is a bit of both.

Flowswithdrek

Posts: 38
Joined: Wed Nov 23, 2011 12:51 pm
- Private message

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Re: Momentum attack

by **Telarus_KSC** » Sun Feb 19, 2012 2:46 pm

> *kosmit wrote:*If the blow was avoided I think I wouldn't allow. It's logical that you lose your balance (and momentum) when someone avoids your blow.
>
> With parrying you can regain energy after weapons clash (3rd Newton law of motion: The mutual forces of action and reaction between two bodies are equal, opposite and collinear).
> Of course after being parried you can also lose body balance, but it seems more logical to me.

I politely disagree, if only out of irl experience. The style I trained with taught recovery of both "witik" or bounced back strikes, and "loptik/lobtik" or follow-through returns, and how to put the return momentum from either situation back into an attack flow.

http://www.youtube.com/watch?v=Z6yH1eYqe34

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Momentum attack

by **thezombiekat** » Sun Feb 19, 2012 10:41 pm

In the SCA we were taught that a parry is a deflection leaving most of the speed in the opponents weapon and a block

was absorbing the energy with our own weapon. In earth dawn the parry skill talent would defiantly include both, wich you use depends on your style and your weapon. It is very difficult to parry with a 2 handed axe, but you can block easy, if you block with a foil it will be broken in half and you will be hit, so you always parry.

As to using the energy of your swing to get an improved opening for your next strike its more about putting your opponent off balance than keeping energy in your swing. The need to parry (or block, or dodge) can put them off balance as easily as hitting them so it makes sense that it would always work the same.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: Momentum attack

by **arma** » Mon Feb 20, 2012 12:51 pm

Remember that it's not intended to stand for one specific thing. Neither does an attack roll.
Your offensive maneuvers could consist of three feints plus a light tap with the dull part of a sword plus a slash intended to be lethal, and it'd all be considered part of one attack, with one attack roll. Your defensive maneuvers for Parry can be performed with a weapon (and whatever weapon you use, would result in different maneuvers as explained by TZK above), or you could wave around your cloak (remember you can assign a DB for parry to _anything_ if you want), or use a shield (and parrying there can mean blocking it, deflecting it with the shield, or just bringing it into position to prompt your opponent to bypass it--where a successful Parry means the shield was put in the way, the opponent tried to get around, but that made the attack go into empty space) -- there doesn't need to be weapon on weapon or weapon on shield contact at all.
ED assumes you're doing the most efficient thing for the item you're using, and keeps things abstract so you can describe/imagine things the way you like them to be--and that doesn't necessarily impact mechanics.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Monks and Steel Thought, an oversight?

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Monks and Steel Thought, an oversight?

by **Crusader** » Sun Mar 25, 2012 5:41 pm

I just made a monk character. I noticed perception is a low priority attribute and thus ended up with a base spell defense of 7, not impressive. Then I looked around for talents helping with that, and found none. This struck me as odd, as I would expect a talent like Steel Thought to be available to monks. Thematically it would fit 120% in my opinion. More so then, for example, Battle Shout, as I don't think that fits with the composure monks usually seem to have. Is this an oversight, or is there an explanation behind the choice?

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

- Private message

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Re: Monks and Steel Thought, an oversight?

by **arma** » Mon Mar 26, 2012 10:59 am

There's simply a focus on the physical and offense, so most talents are for offense, and most defensive talents are physical.
It's not your usual the-other-RPG monk that stresses resistances.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Monks and Steel Thought, an oversight?

by **Crusader** » Mon Mar 26, 2012 11:20 am

A focus on offense? I am more seeing agility and average fighter, especially compared to the Purifier and Pugilist, the other unarmed Disciplines. The offense part of the monk is underwhelming compared to those. Which is good, as the

fluff clearly states this is not primarily a combat Discipline (even though the entire discipline seems to be geared towards combat).

For all the fluff about improving both body and mind, the mind itself seems underrepresented in the Discipline itself. In fact, it is almost completely absent. There's Meditate, Lion Heart and Resist Pain. The rest is all about smacking enemies around. Isn't the goal of every monk to, quote, "exert discipline over our bodies as merely a single step to gain mastery over our minds"? But even the Master level talents have nothing to do with this supposed mastery of the mind. (Not that gaining dragon powers is in any way uncool, but it's not what the fluff suggests).

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

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Re: Monks and Steel Thought, an oversight?

by **arma** » Mon Mar 26, 2012 11:45 am

The main part of the fluff says "they spent too much time meditating and became lazy, so the dragon told them to get into shape". Even Meditate mostly has physical aspects, control of the body, even though it is a mental exercise. Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Monks and Steel Thought, an oversight?

by **Crusader** » Mon Mar 26, 2012 2:31 pm

Dastardly dragons, saw the monks were on to something and instead made them into their little private army...
Last edited by Crusader on Tue Mar 27, 2012 11:54 am, edited 1 time in total.

Crusader

Posts: 25
Joined: Sat Dec 03, 2011 3:39 pm

- Private message

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Re: Monks and Steel Thought, an oversight?

by **arma** » Tue Mar 27, 2012 11:11 am

Shush, they're listening...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

Multi Discipline Circle

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Multi Discipline Circle

by **Dougansf** » Fri Apr 27, 2012 5:35 pm

Maybe I'm just not seeing it, so I'd love a page number if you know.

For LP awards (and monster scaling) how do you figure out what a Multi Discipline character is?

Does a 5/1 = 6? That certainly doesn't make sense later when you could be a 10/10/10.

Dougansf

Posts: 25
Joined: Fri Dec 23, 2011 9:43 am

Top

Re: Multi Discipline Circle

by **Flagg** » Fri Apr 27, 2012 7:41 pm

I would use the highest.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Multi Discipline Circle

by **slayride** » Fri Apr 27, 2012 10:03 pm

5/1
Fifth Circle.

10/10/10

Tenth Circle.

The rest depends on abilities.

A 5/1 character with Second Weapon would be Fifth Circle (1 per 2 PC).

For example a 10/10/10 character with Frenzy would certainly be a Tenth Circle (Group) opponent.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

- Private message

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Re: Multi Discipline Circle

by **arma** » Sat Apr 28, 2012 3:40 am

Technically it's highest Circle since there's nothing else said. Probably isn't the best solution.
A rule where you determine a circle equivalent would certainly be nice, but couldn't hope to catch all the possibilities, not even the stuff beyond dual-Disciplines.
Often, you'll have a mix of single-Disciplined and multi-Disciplined characters in a group and they all stick along all the time anyway, so you can just use the higher single-Circles as a baseline for the whole group.
A more detailed option would be to go by LP totals and determine a Circle from that, you can use the table for creating experienced characters in the Player's Companion as a base to determine an effective Circle.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Multi-Discipline Durability cap?

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Multi-Discipline Durability cap?

by **Semanar** » Tue Mar 13, 2012 4:57 am

Starting the game at 1st Circle, a character can have the maximum talent rank of 3, which is 2 higher than his current Circle. Does this cap apply throughout the whole career, i.e. no talent can be higher than character's Circle+2?

And how is the limit calculated in the case of multi-discipline Durability with the Realigning Durability option? E.g. character reaches 5th Circle in his first Discipline and has the Durability talent at 5th rank. Then he switches to another Discipline. So far, so good. Then he advances to its 2nd Circle and then decides to buy the "new" Durability talent (Gamesmaster allows the Realigning optional mechanism). LP costs aside, what about the upper limit of the new Durability rank? Can the character raise Durability from e.g. 5/1 to 5/4 while still staying at Circles 5/2? Should he just total his Circles (7) and base his maximum total Durability ranks on this?

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm

- Private message

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Re: Multi-Discipline Durability cap?

by **EDChronicler** » Tue Mar 13, 2012 5:23 am

The simple answer to your first question is: Character Creation Limits. These are only applied for balance purposes, creating a Warrior with a Rank 8 starting Melee Weapons Talent is a very unbalancing factor.

* Lets use a simple format to explain:
Talent Choices:
Talent A @ Rank 3
Talent B @ Rank 3
Talent C @ Rank 2
(8 Free Ranks - total value 1500 Legend)

Talent A @ Rank 8
(8 Free Ranks - total value 8700 Legend)

A starting character being allowed to go that far above would be unbalancing in both Discipline Balance and Game Balance.

Player's Guide - Chapter Fifteen: Building Your Legend (Pg. 236)

----- * On page 237 the section Improving Talent Ranks covers all restrictions and limitations on improving talents.
----- * Page 243 has a small "parchment" section on Realigning Durability. From about 1/2 way through the main paragraph on the optional rule covers your questions.

In an attempt to help:

Character A has Durability at Rank 5 for Discipline A and gains Discipline B at Circle 2.

First, increase the durability to Rank 6 at the cost of Discipline B. So for tracking purposes, Durability now looks like this: Discipline B (Durability Rank 6 -- (Discipline A * 5)/(Discipline A * 5) + (Discipline B * 1)/(Discipline B * 1)) with each increase of Durability up to the standard Talent maximum of 15 you just add 1 to the Discipline B numbers.) So at Rank 10 the Durability would look like this: Discipline B (Durability Rank 10 -- (Discipline A * 5)/(Discipline A * 5) + (Discipline B * 5)/(Discipline B * 5))

EDC

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Re: Multi-Discipline Durability cap?

by **Semanar** » Tue Mar 13, 2012 5:31 am

OK, thanks A LOT. For both clarifications.

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm

- Private message

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Re: Multi-Discipline Durability cap?

by **slayride** » Tue Mar 13, 2012 2:54 pm

The starting talent, skill, and spell restriction (Circle +2) is an extension of FASA's original design to generate the Creating Advanced Characters rules. The amount of build points allows characters to be created with 2 talents above their Circle in rank (or 1 with 2 above their Circle) and all the other talents at Circle = Rank. However, without this

restriction they could generate a character like this at Second Circle
Warrior 18 Build Points
Avoid Blow 2
Karma Ritual 2
Melee Weapons 2
Unarmed Combat 2
Wood Skin 2
Anticipate Blow 1
Durability 7
By ignoring the first pool talent choice and allocating the additional talent ranks to durability
The intention of the system is a balanced character such as:
Avoid Blow 2
Karma Ritual 2
Melee Weapons 2
Unarmed Combat 2
Wood Skin 2
Anticipate Blow 2
Pool Talent (Air Dance commonly) 2
Durability 2
Leaving 2 build points, 1 usually applied to improve an attribute by one if allowed by the Game Master, and the other can improve a skill rank or be added to a talent. The max caps help insure this design with some leeway to the player in how they wish to allocate their ranks.

And some crazy multi-discipline combinations are possible even at Second Circle in character creation. For example a Second Circle Beastmaster/First Circle Cavalryman by ignoring First Circle talent options
Beastmaster
Animal Bond 2
Claw Shape 2
Creature Analysis 2
Karma Ritual 2
Unarmed Combat 2
Dominate Beast 1
Durability 1
Cavalryman
Charge 1 (2 build points)
Melee Weapons 1 (2 build points)
Trick Riding 1 (2 build points)

Once a character is created, there are no caps to their talent ranks. A character could literally stay at First Circle and just develop his 6-7 starting talents for example all the way to Rank 15 if he so chooses. But in game this does not happen, because players want to go up in Circles, so as to get new talents and spells, so most savvy players tend to remember this cap even in game, as it allows them to advance at a decent pace, maybe improving important talents like melee weapons, threadweaving, durability, and spellcasting a bit over their current Circle(1-2 ranks), but each time they do this they put off advancing in their Discipline incrementally.

A character with two Disciplines and has used the optional aligning Durability rule does indeed look as ED Chronicler has described. A character that has the Durability talent as above has no restrictions on advancing it as far as legend points available allow.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

- Private message

My Questions

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My Questions

by **Thane** » Mon Mar 12, 2012 3:00 pm

Page 241
Learning a Talent Option at a later point this way requires the same time and effort as learning a talent via Versatility (p. 85).

Then

Page 85
Training time and cost are determined by the gamemaster when learning from a gamemaster character, cost and time involved can get as high as training to advance to a Circle equal to the Circle the tutor learned the talent at.

And

Page 85
As Talent Options can be learned at a range of Circles, they use the Circle the tutoring adept chose them at to determine if a human could learn them via Versatility.

Not sure how much time and effort to use for learning Talent 'Options' at a later date.

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am
- Private message

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Re: My Questions

by **arma** » Mon Mar 12, 2012 3:17 pm

In short:
The tutor learned the talent at a specific circle, the money and time spent for learning it is up to what you'd have to invest for training for that Circle.
(But can be lower, at GM's discretion -- this is because sometimes you might be familiar with the basics already, for example when learning an additional matrix.)

Example:
Student wants to learn Frighten animals from a Cavalryman. The Cavalryman learned it at 7th Circle.
Time would be up to training time for reaching 7th Circle (universally 40 hours), money would be up to 1,500 silvers (training cost for 7th Circle as per the table on p. 241).
The GM can (and usually should) go lower than that, for example if the student were a Beastmaster and learning is as a Talent Option, Beastmasters having earlier access to the talent normally than Cavalrymen, and an even greater affinity for animals. Or he can ask for the maximum because the student learns it via Versatility and is of a Discipline with no

knowledge of beasts whatsoever.
The wording ("can get as high") merely suggests it shouldn't go beyond that.

In any case, it's supposed to always be an individual decision, and learning the talent during training for a Circle is strongly encouraged, as it's basically free then.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: My Questions

by **Thane** » Mon Mar 12, 2012 3:29 pm

Thanks for that Arma

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am
- Private message

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Re: My Questions

by **Thane** » Sun Mar 25, 2012 4:25 pm

Something doesn't add up here.

Page 237 (Kricklen's Dex step is 7)

*The character must complete a number of **days of training** **equal to his current Attribute Step***

*Each **week** of training costs a character an average fee equal to his current Attribute Step × 10 silver pieces.*

Then the example

*Kricklen’s training will cost him 70 silver pieces **per day**, based on his current Dexterity Step of 7. For **seven weeks of training**, **this totals 490 silver pieces**.*

But Kriclen doesn't need 7 weeks of training. The examples mention days equal to his Dex step, which is 7. If you change weeks to days, it makes perfect sense.

Is this errata?

Thane

Posts: 24

Joined: Sat Feb 04, 2012 5:49 am
- Private message

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Re: My Questions

by **arma** » Mon Mar 26, 2012 11:11 am

Yes, should be days.
Just the "exercise" period afterwards should be weeks.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: My Questions

by **Telarus_KSC** » Mon Mar 26, 2012 6:33 pm

Also note: According to the Throalic calendar, a week is 5 days.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: My Questions

by **Mataxes** » Mon Mar 26, 2012 6:37 pm

No, the Throalic week is 7 days.

It is the **Therans** (*spit*) that have 5-day weeks.

See also: The "Game Concepts" part of the ED book that specifically calls out that a week is seven days (ED3 Player's Guide, page 16).
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: My Questions

by **Telarus_KSC** » Mon Mar 26, 2012 6:49 pm

Good catch Josh! Wow, must have misread that a while ago.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

Top

Re: My Questions

by **Thane** » Tue Mar 27, 2012 1:17 am

> *arma wrote:*Yes, should be days.
> Just the "exercise" period afterwards should be weeks.

Just to confirm, it should read:

Attribute training costs money. Each ~~*week*~~ ***day*** *of training costs a character an average fee equal to his current Attribute Step × 10 silver pieces.*

and

Kricklen's training will cost him 70 silver pieces per day, based on his current Dexterity Step of 7. For seven ~~*weeks*~~ ***days*** *of training, this totals 490 silver pieces.*

Is that it?

Is there an errata listing?

Thanks
Last edited by Thane on Tue Mar 27, 2012 3:41 am, edited 1 time in total.

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am

- Private message

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Re: My Questions

by **Anunnaki** » Tue Mar 27, 2012 1:27 am

I'll add this to the Errata document in the Downloads forum in the next update.
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

My Questions

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Re: My Questions

by **Thane** » Tue Mar 27, 2012 3:37 am

> *Anunnaki wrote:*I'll add this to the Errata document in the Downloads forum in the next update.

Cool.

Can you confirm that the ammended entry I put up is correct?

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am
- Private message

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Re: My Questions

by **Anunnaki** » Tue Mar 27, 2012 7:43 am

> *Thane wrote:*Can you confirm that the ammended entry I put up is correct?

It's correct. Should be days, not weeks, in the second part, as Arma noted.
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: My Questions

by **Thane** » Tue Mar 27, 2012 8:00 am

Page 124 Pushing Talents

The resulting damage may be healed normally, but the Blood Wound leaves a noticeable scar...

So the 12 damage can be healed but a scar from the blood wound remains. Are there any adverse physical effects for having a scar due to the blood wound?

...and may not be healed for a year and a day.

The 'blood wound' can only be healed after a year and a day.

The Wound may otherwise be healed in the same manner as other Blood Wounds (p. 123).

So the blood wound remains after all damage is healed, and can only be healed after a year and a day?

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am
- Private message

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Re: My Questions

by **arma** » Tue Mar 27, 2012 12:01 pm

> *Thane wrote:*Is that it?
>
> Is there an errata listing?

Yup.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: My Questions

by **Thane** » Wed Mar 28, 2012 1:11 pm

Could someone address my Page 124 Pushing Talents question please?

Thank you

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am
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Re: My Questions

by **arma** » Wed Mar 28, 2012 2:14 pm

Once recorded, Wound and Damage are normally independent from each other. This applies to normal as well as blood wounds and blood damage. You heal them separately, and there's no more connections between them, where the numbers are concerned.

Healing any blood damage or blood wound requires you to wait, however. The standard time for a blood wound is a year. The typical time for blood damage is also a year, or until you take a charm off for blood charms. But there may be periods of months, weeks, etc., as per the individual rules.
The entry in pushing abilities defines that the damage can be healed right away (like normal damage), but the wound uses standard blood wound rules, so it's a year (or you can try your luck with a healing potion).
Scars don't have any physical effect, but may inform others what you did. Someone who doesn't fancy blood magic might shun you, or might read your scars to discover the type of blood magic you used or that you broke a promise.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: My Questions

by **Thane** » Thu Mar 29, 2012 6:14 am

A bit unsure of the possible damage

The resulting damage may be healed normally
Resulting damage being the 12 points?

but the Blood Wound leaves a noticeable scar and may not be healed for a year and a day.
Just the scar remains for just over a year?

The Wound may otherwise be healed in the same manner as other Blood Wounds (p. 123).
What damage does this blood wound inflict, is it a single point as per ordinary wounds?

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am

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Re: My Questions

by **Anunnaki** » Thu Mar 29, 2012 8:13 am

Hiya,

> *Thane wrote:The resulting damage may be healed normally*
> Resulting damage being the 12 points?

Correct.

> *but the Blood Wound leaves a noticeable scar and may not be healed for a year and a day.*
> Just the scar remains for just over a year?

The Wound cannot be healed for a year. The scar is what is left when it is healed (that stays indefinitely).

> *The Wound may otherwise be healed in the same manner as other Blood Wounds (p. 123).*
> What damage does this blood wound inflict, is it a single point as per ordinary wounds?

A single Wound (as per ordinary Wounds).

Kind regards, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: My Questions

by **Thane** » Thu Mar 29, 2012 8:23 am

Thank you

Thane

Posts: 24
Joined: Sat Feb 04, 2012 5:49 am

- Private message

Named Spell vs enchanting

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Named Spell vs enchanting

by **Smed** » Wed Apr 18, 2012 5:09 pm

So my Sorcerer has decided he would like to make some items that are a bit more permanent, and so I have been reading the rules for named spells. I also took a look at the rules for enchanting by creating a permanent spell pattern (chapter 21, Player's Companion).

The rules for Named Spells are quite straightforward, but the rules for enchanting by creating a spell Pattern are a bit confusing. I know i would need to make an enchanting test, but am not sure how to set the EDN. I imagine it should be based on the spell being used but can't find any guidelines anywhere in the enchanting section of the PC.

In our last gaming session my character agreed to fight a sword duel against an NPC Weaponsmith, his major rival. He has a year and a day to prepare. My character not only needs to win the duel, he needs to humiliate him, for reasons that are too involved to get into here, but are mainly political. Beating the weaponsmith using a weapon he created himself should do the trick.

His weapon will be a sword that he has made from a slender piece of willow, a symbol that represents the NPC's political opposition. My initial thought is to enchant the Willow using Ironwood and Makeshift Weapon, and i want it to retain its original appearance.

Smed

Posts: 9
Joined: Wed Apr 18, 2012 4:07 pm

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Re: Named Spell vs enchanting

by **Telarus_KSC** » Wed Apr 18, 2012 7:02 pm

Spell Patterns as an Enchantment Method (basically, to "template" the spell effect into an item) is an odd one, as it can be used to make "common" magical items and with higher Circle spells it can serve to template Thread Items.

Existing Common Magical Items (& Blood Charms) have their **E**nchanting **D**ifficulty **N**umber listed in the various Goods&Services chapters (along with cost, weight, etc).

Effects which have not already been given a template Common Magical Item use the base rule on p155:

"Enchanting Tests for common items default to a Difficulty Number of 13, if not given in... [Player's Guide] and are made using the Create Common Magic Item Thread Weaving knack..."

Then follow the guidelines on p.158, specifically that the enchanter must know the spell themselves, and that they must "power" the spell pattern with *anything that will hold a mana charge* (Orichalcum, True Element(s), Rare Magical Ingredients). One of the key differences noted is that some-one could make a Bedroll of Comfort if they knew the

secret recipe _and_ had a kernel of True Air..... OR, any Elementalist who knows the Air Mattress spell could whip one up with simply the tiniest pinch of Orichalcum (or a bunch of rare down feathers from a magical bird... OR yes, a Kernel of Air).

These are parallel ways of achieving this effect, which is possible because many "elemental based effects" can be purely designed in abstract and then enchanted via the Imbuing True Elements process.

So, to sum up: Make sure you (or the enchanter) knows the spell, find out what will be powering the Spell Pattern. Use that method as described in the book, defaulting to an EDN of 13 if no others are mentioned.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Named Spell vs enchanting

by **arma** » Thu Apr 19, 2012 11:36 am

> *Smed wrote:*I know i would need to make an enchanting test, but am not sure how to set the EDN. I imagine it should be based on the spell being used but can't find any guidelines anywhere in the enchanting section of the PC.

It's quick and dirty, really: Spell Defense of the resulting item.
For that, however, there's no quick and dirty way. The GM Companion offers guidelines for Spell Defenses of threaded items, and the existing common items serve as examples for other types. With spells, the Dispel Difficulty can often serve as a guideline.
In the end, it's up to the GM, however.

A note on your item: Ironwood offers no advantage over Makeshift Weapon, Makeshift Weapon alone would be enough and it would be the same. Not sure something sword-sized would count as small, though (it's up to your group really, but if it's about using willow, you could use a small branch or something). An alternative are the Alternative Material rules from Namegivers of Barsaive, enchanting a wooden sword with Ironwood. You won't have the WIL+8 damage then, in any case.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Named Spell vs enchanting

by **Smed** » Sat Apr 21, 2012 8:48 am

Thanks for the help Telarus and Arma!

I talked it over with my GM and he suggested the enchanted item route, and then reminded me that I knew of a specific Willow Tree that might be useful to get material. All we have to do now is sneak onto an island where no Namegiver has set foot since before the Scourge and convince the Named Wood Spirit tasked to guard the Tree by Luung to let us cut a branch from it. Piece of cake.

Smed

Posts: 9
Joined: Wed Apr 18, 2012 4:07 pm

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Re: Named Spell vs enchanting

by **Mataxes** » Sat Apr 21, 2012 8:51 am

> *Smed wrote:*Thanks for the help Telarus and Arma!
>
> I talked it over with my GM and he suggested the enchanted item route, and then reminded me that I knew of a specific Willow Tree that might be useful to get material. All we have to do now is sneak onto an island where no Namegiver has set foot since before the Scourge and convince the Named Wood Spirit tasked to guard the Tree by Luung to let us cut a branch from it. Piece of cake.

This is the kind of thing I love about magic items in Earthdawn. Rock on!
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: Named Spell vs enchanting

by **EDChronicler** » Sat Apr 21, 2012 11:02 am

I second that love.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Re: Named Spell vs enchanting

by **Smed** » Sat Apr 21, 2012 11:23 am

I agree, Earthdawn does magic items really well. It is one of the things that I like best about the game. ED magic items have stories of their own to tell.

Smed

Posts: 9
Joined: Wed Apr 18, 2012 4:07 pm

- Private message

need help with designing a poleaxe

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need help with designing a poleaxe

by **kevsurp** » Fri Feb 03, 2012 6:18 am

ok i in my last 2 games session the group found a poleaxe and had a couple of weaponsmiths use item history on it and found
out the following
max threads 1
thread ranks 15
key knowlogde 7
deeds 2

now i am having hard time laying it out mind locked on it and i thought my fellow gms could help

kevin

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: need help with designing a poleaxe

by **arma** » Fri Feb 03, 2012 6:38 am

Do you have any ideas as to its origin, history, looks, or where it comes from?
Or what you'd like to have the players do to get into the upper thread ranks?
Or do you want the item to fit one of the characters?
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: need help with designing a poleaxe

by **kevsurp** » Fri Feb 03, 2012 10:00 am

Basically it's was a obesidanman warrior weapon

I am think one of the deed will deal with his life rock
But stump on everything else

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: need help with designing a poleaxe

by **thezombiekat** » Fri Feb 03, 2012 10:05 am

15 ranks and 7 knowledge's, that's a lot I believe so we are talking an item of exceptional power and historical significance,.

If you can tell us what your story demands of it perhaps we can furnish suggestions. But I strongly recommend, such a singular item should feature further in your conical, so do not pick a mere set of powers for it, set it to a story you could tell.

I like to ensure that treasure suites the party, otherwise it is just something they can sell or trade away, and if they are trading away such tressures why can't they trade for others as good.

As a start answer some these questions.
What race made it (the styling's are different even when they can be easily used by another race, see denizens of Barsaive)
Where did the party recover it, and under what circumstances
Who from your party is likely to wield it (race, discipline, desire to cross discipline, personal beliefs/goals)
What is your overarching campaign plot? (A horror plot?, war against Thera?, intrigue against Iopos)

Give me enough to fit the item to your needs and I should be able to come up with something useful to you.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: need help with designing a poleaxe

by **arma** » Fri Feb 03, 2012 11:55 am

What it looks like could also be interesting. For example, if it was made of stone, or partly made of stone, you could have connection to that and obsidimen/liferocks.
An obsidimen pole-axe might also be Size 7.
Is there any further backstory to the obsidiman that needs to be built in, or is that just from the physical make up of the weapon?
Who in your party has called dibs on it, or who do you suspect is going to wield it?
Do you want a lot of special fancy stuff, or more of a plain item?
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: need help with designing a poleaxe

by **kevsurp** » Fri Feb 03, 2012 12:10 pm

They got from their last adventure
Which was clear out a temple that a horror
Cult / assassin cult took over including
A horror. It looks like the troll warrior
Is claiming it.

As far as which race Maded it I didn't even
Think of it

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
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Re: need help with designing a poleaxe

by **Mataxes** » Fri Feb 03, 2012 12:57 pm

15 ranks is a **lot**, like... ridiculously so. The closest item to that in terms of thread ranks is Nioku's Bow (which has 10). Most of the so-called "Legendary Treasures" in the game have six or seven ranks.

An item of this power level is tremendous, and should be the focus of a campaign (or at least a major campaign arc -- like the *Blades of Cara Fahd*), not something you drop on a group without *some* idea of what purpose it will serve.

Fortunately, one of the nice things about the way thread items (especially legendary ones) is that it is pretty easy to scale back this sort of thing -- especially if you haven't given the characters any info beyond that initial knowledge. Cut down the number of thread ranks, knowledges, and deeds by about half -- you still have the makings of a significant and powerful item (compared to other items in the rulebooks).
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

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Re: need help with designing a poleaxe

by **arma** » Fri Feb 03, 2012 1:56 pm

I don't quite subscribe to that point of view, but however you take it: timing is a factor, and the number of ranks puts a limit on it.
Weaving 15 ranks takes you into Master Level, which means dealing with this item will be a constant in your campaign, and it will be on and off.
Because of that, it should be something noteworthy, something that's worth to come back to.
At the same time, you got to find a way how to stretch things out, without just making the player wait.

I'd probably build in some "natural" stops in the progression.
A simple example: "To weave Rank 10, the adept must know the Battlefield Awareness Warrior ability."
That way, the player knows that he doesn't have to pursue this for some time, and you know that you can stave the story of this item off for a bit.
There's probably more elegant ways to do it. Anyway, you can tie something like this into the Deeds and Knowledges, and have appropriate Effects.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: need help with designing a poleaxe

by **thezombiekat** » Fri Feb 03, 2012 7:37 pm

Isn’t the max thread rank you can have equal to your thread weaving skill. That should be enough to stop somebody from getting more ranks than is reasonable for there circle without saying that only diseplins with battlefield awareness could ever use it.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: need help with designing a poleaxe

by **arma** » Fri Feb 03, 2012 7:45 pm

It's a strong incentive, but some players might be tempted to just increase their Thread Weaving above their Circle to "drive the item story arc forwards". And that may be because they want the item effects above a higher Discipline

Circle, or because they may feel compelled to do it because the GM just keeps feeding them the item infos.
You can just talk it through out-game, of course...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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need help with designing a poleaxe

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Re: need help with designing a poleaxe

by **The_Gun_Nut** » Fri Feb 03, 2012 9:43 pm

I've found that very few items need to have a ton of ranks to be effective, regardless of their power level. One thing that I've found that helps guage between different item's potency is the Legend Point cost of the item as well as the number of ranks.

For example, a Spell Matrix object can have 15 ranks, easily (and 90% of the time they do). But since their cost is "Novice," meaning their ranks cost the same as Novice talent ranks, then they don't do much else.

Purifier, OTOH, has only 6 ranks, but they cost as much as Master talents. And few would argue that Purifier is weaker/less useful than the Spell Matrix object because it has fewer ranks.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: need help with designing a poleaxe

by **arma** » Sat Feb 04, 2012 12:53 pm

I've played around with some ideas I had here a bit, and came up with the item below. It's supposed to tie into the Warrior Discipline heavily, playing with its abilities, based on the originator's legend.

GM advice, though: Never give the players something you are not prepared to immediately handle if they have the opportunity, especially if it has stats or any numbers associated with it. It's usually disappointing for the players if you string them along or give them something they can't use, and you'll box yourself in with stats (for example, the item below could have been made much more interesting with more Deeds or another number of Key Knowledges) or find yourself retconning things.
It's not as bad as the one time someone asked what a 1-yard diameter solid gold sphere would be worth because he had placed that in an adventure and hadn't expected the players would be able to take it along...

Osundis' Companion

Base Item:

Troll Pole-Axe (Namegivers of Barsaive, p. 236)
Damage Step: 7 (base 9, –2 from wear)*
Size: 7
Strength Minimum: 21 (base 19, +2 from heavy axe-head)*
Weight: 13
Availability: Rare
* These are design choices going along with the item's physical description, there's no explicit rules for these.

Legendary Item Characteristics:

Maximum Threads: 1
Ranks: 15
Key Knowledges: 7
Deeds: 2
Legend Point Cost: Warden

This large pole-axe is of pre-Scourge troll design. It features a thick shaft of black wood that shows clear signs of wear from large hands. The similarly worn axe-head is made from stone and unusually shaped, a concession to the material used. The axe-blade is dulled, the spear-tip broken off. Despite its wear, the head won't chip any further.
~Insert legend of Osundis here, I've split it into the Key Knowledges for simplicity.~

Thread Rank One

Key Knowledge: The wielder must know the Name of the item.
Effect: The weapon is now Damage Step 14.

Thread Rank Two

Effect: The weapon is now Damage Step 15.

Thread Rank Three

Key Knowledge: The wielder must learn that the weapon was gifted to Osundis by the chief of a trollmoot who had good relations with the rockbrothers from Osundis' liferock after young Osundis helped defend the moot from an army of undead sent by a Horror. The weapon carries the trolls' magic, as well as Osundis'.
Effect: The wielder gains a +2 Rank Bonus to the Fireblood talent.

Thread Rank Four

Effect: The weapon is now Damage Step 16.

Thread Rank Five

Key Knowledge: After the battle at the trollmoot, Osundis set out to hunt down the Horror that had sent the army of undead. Coming close, he was wounded by one of the Horror's constructs and afflicted by its vile poison. The poison weakened him, recovery taking him years of training, rebuilding his strength. This disadvantage proved to later turn into an advantage when wielding the weapon.
Effect: The weapon becomes easier to wield. When rolling Initiative, as a Free Action, The wielder may either reduce the weapon's required Strength Minimum to 17 or may choose to use the **Shattering Strike** special ability. His decision stands until the end of the round. (If he meets the Strength Minimum of 21, Shattering Strike is always in effect.)
Shattering Strike: When he has enough room overhead to smash the weapon down on his target, the wielder gains a +3 bonus to Damage Test made against weapons, shields, or similar objects. At later Thread Ranks, Shattering Strike can be applied to other types of Tests, these bonuses stack, but all their conditions must be met!

Thread Rank Six
Effect: The Rank Bonus to Fireblood is now +4.

Thread Rank Seven
Deed: While afflicted by the poison, Osundis had to choose his battles wisely, and prepare in advance. He wrote a short manual about his experiences and methods of preparation. The wielder must find a copy of the manual, learn from it, and make it available to the public. To learn from the manual, the wielder must know the Battle Rites ability.
Effect: When using Battle Rites, the wielder does not need to spend the 2 Strain to activate the ability, only the Karma Point. In addition, he gains the **Efficient Wielding** ability. This ability remains with the character even if the thread to the weapon is lost.
Efficient Wielder: The character treats any Strength Minimum or similar requirement for any item other than Osundis' Companion as 2 lower. If he has woven a thread to the item, he treats it as 4 lower.

Thread Rank Eight
Key Knowledge: The wielder must learn that years after the battle at the trollmoot, Osundis defeated the Horror that had sent the army of undead. He delivered a final devastating blow to the creature, making good use of what he had learned about using his strength.
Effect: The wielder may apply the Shattering Strike bonus to Damage Tests using Crushing Blow.

Thread Rank Nine
Key Knowledge: The wielder must learn that after defeating the Horror, Osundis returned to the trolls to bring them the news. The moots' Stonesmiths took in his heavily worn weapon to repair it. As the weapon was already a powerful magic item, they could not easily meddle with its physical form, but performed a mighty ritual calling to the stone of the mountain it was forged from and the weapon's past glory.
Effect: When striking with the weapon, the axe-head is surrounded by a ghostly aura showing it in pristine condition, with an elongated sharp spear tip. The weapon is now Damage Step 19. The wielder may apply the bonus from Shattering Strike when using Setting Against a Charge.

Thread Rank Ten
Effect: The weapon is now Damage Step 20. The Rank Bonus to Fireblood is now +6. The wielder adds +1 Recovery Test per day.

Thread Rank Eleven
Deed: Osundis became known as a great teacher in his time, and he sought to battle the coming Horrors to write down his experiences so others may profit from them. He found that more than just learning to wield weapons, the Warrior need be aware of his surroundings when fighting the Horrors. The wielder must find Osundis' manual on the battlefield path, learn from it, and make it available to the public. To learn from the manual, the wielder must know Battlefield Awareness.
Effect: The wielder gains the **Osundis' Path** ability, this ability remains with the character even if the thread to the weapon is severed. When Battlefield Awareness is active, the wielder may apply the bonus from Shattering Strike to any Damage Test made against a Horror.
Osundis' Path: Battlefield Awareness requires only 1 Strain to activate.

Thread Rank Twelve
Effect: The wielder may perform Battle Rites multiple times each day, though the first time still counts as performing his Karma Ritual. The benefits of Battle Rites changes as follows: Using the specified talent does not require Strain the first two times the talent is used, per round.

Thread Rank Thirteen
Key Knowledge: The wielder must learn that Osundis retired near his liferock, founding a Warrior Order popular among obsidimen and trolls of the time, and that the specialty of the Order was to teach fighting under unfavourable

circumstances or when wounded, and how to prepare for a battle despite being wounded.
Effect: The wielder gains a +4 Rank Bonus to the Resist Pain talent.

Thread Rank Fourteen

Effect: When using Resurrect Self, the wielder gains a +6 bonus to the Life Check Test.

Thread Rank Fifteen

Key Knowledge: The wielder must learn of Osundis' final fate. Osundis became an elder of his liferock, shortly before the Scourge hit with full force. While his brothers returned to merge with the liferock to weather the Scourge, Osundis kept defending the liferock, keeping the route open for his brothers to return. While the last of his brothers were merging with the liferock, a Horror made a final attempt at the brotherhood. In the fight, the Horror severed Osundis' arm. Not giving any ground, Osundis swung his Companion one-handed, killing the Horror. Osundi merged with the liferock as the last of his brotherhood, but did not emerge after the Scourge. It is said that his severed arm turned to stone and can still be found near the brotherhood's liferock.
Effect: The wielder may wield the weapon with one hand, though he is Harried while doing so. In the first round of combat an opponent witnesses this, the opponent counts as Surprised towards the wielder.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: need help with designing a poleaxe

by **The_Gun_Nut** » Sat Feb 04, 2012 1:43 pm

Too much, and too little. The rank 15 effect is the latter (can weild 1 handed but is harried is not a memorable endcap power, I'd remove the Harried condition). Thread rank 7 is the former (makes EVERYTHING easier to use, even if the thread is lost is too much). The whole thing is only Warden costed.

I think that you could cut it down to 8 ranks at Master costing by virtue of having the talents that get bonuses get a bonus equal to the rank of the thread and simply insert them throughout ranks. That would both read much easier (fewer listings to read through) and free up the listings so that the truly special abilities could be highlighted in each rank.

AMT, for example, the Weaponsmith has made his Heartblade (a Heart-warhammer, technically) into a masterpiece item. He is plotting a rank for each Circle he achieves, so that if and when he reaches 15th Circle, his masterpiece will have 15 ranks. Currently, it "only" has 8 ranks, but since he is about to get 9th Circle, it will have 9 ranks. Assuming he survives that long. The group has irritated/annoyed/angered: Ubyr, Giftbringer, and the Theran Empire (they stole a vedette, and recently trashed a kila with the help of some Stoneclaw Sky Raiders).
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: need help with designing a poleaxe

by **kevsurp** » Sat Feb 04, 2012 2:00 pm

ok when i gave them the stats the person peson told them that all he could find out was that it was 15 ranks and 7 key and 2 deeds and told them that couldn't find anything else about it cause it was more then he could do ie only learn up to u item history ranks 7 key 2 deed for 9 ranks of item history so can be more key and deeds

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm
- Private message

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Re: need help with designing a poleaxe

by **arma** » Sat Feb 04, 2012 3:36 pm

> *The_Gun_Nut wrote:*Too much, and too little. The rank 15 effect is the latter (can weild 1 handed but is harried is not a memorable endcap power, I'd remove the Harried condition). Thread rank 7 is the former (makes EVERYTHING easier to use, even if the thread is lost is too much).

Rank 7: it's aligned with the probable wielder, who is assumed to already have a high STR. It's a Size 7 weapon, so we start at base STR 14 for a Troll. It's likely he already can wield almost everything, so the bonus likely only applies to the very heaviest of weapons, like solid stone two handers etc.. It's more a gimmick than anything else.
Rank 15: It's an automatic Surprise that you cannot defend against, regardless of the situation...

> I think that you could cut it down to 8 ranks

Yeah, but that wasn't the "challenge" and/or requirement here.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

Obsidian Portal

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Obsidian Portal

by **spiritual** » Wed Apr 04, 2012 7:00 am

Hi all

We are an Earthdawn group from England, by all means check out our campaign on Obsidian Portal, we are called THE CIRCLE OF LIGHT

http://www.obsidianportal.com/campaigns/the-circle-of-light

Still setting things up so is not much at the moment.

spiritual

Posts: 8
Joined: Sat Mar 17, 2012 5:22 am
- Private message

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Re: Obsidian Portal

by **badbud65** » Fri Apr 06, 2012 5:40 pm

Come over and check it, lots of work going on here....

badbud65

Posts: 9
Joined: Fri Apr 06, 2012 5:38 pm
- Private message

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Re: Obsidian Portal

by **spiritual** » Fri Apr 27, 2012 2:00 am

Hi thanks for the comment were still getting things set up to be honest but also enjoying playing.

By all means check out the adventure logs section going to be keeping track of our game for people to see.

Also adding the items we create, pics, and various other Earthdawn related stuff

spiritual

Posts: 8
Joined: Sat Mar 17, 2012 5:22 am

- Private message

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Orichalcum coins

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Orichalcum coins

by **Flagg** » Wed May 09, 2012 10:39 am

How much are they worth in silver, and how hard is it to acquire one?

TIA.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Orichalcum coins

by **Taarnish** » Wed May 09, 2012 10:57 am

They are worth roughly 10,000 silver pieces and weigh one tenth of an ounce.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

- Private message

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Re: Orichalcum coins

by **Flagg** » Wed May 09, 2012 11:02 am

Thanks. Can I get a page ref? (3rd)
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: Orichalcum coins

by **Flagg** » Wed May 09, 2012 11:38 am

Nevermind, found it. PG p 251. It's hidden in text, not a handy table, which threw me off.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Pattern Item Question

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Pattern Item Question

by **Flagg** » Thu Apr 19, 2012 5:37 pm

The below example seems to suggest that any one of Lord Malban's silk robes would be a pattern item. Is this the case? I was given to believe that pattern items are specific, unique items. Can someone please clarify?

> *PG, p.117 wrote:*A character learns that Lord Malban’s favorite clothes are made from a magically treated silk. Might this be the kind of knowledge attached to a Pattern Item? Lord Malban is more likely to wear his favorite clothes than other clothes. Again, repetition may have worn the fact into Lord Malban’s True Pattern.
>
> Remember that the knowledge alone is not enough. A character must also have a Pattern Item that exemplifies what he has learned about the owner of a True Pattern. Using the previous examples, a character might discover that a mug from the Kaer Cache Tavern is the Pattern Item. **To weave a thread from the knowledge of Lord Malban’s clothes, a character would most likely need to obtain one of Lord Malban’s favorite robes**.

Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Pattern Item Question

by **EDChronicler** » Fri Apr 20, 2012 12:41 am

Its not "any one of his silk robes".

Its "His favorite magically treated silk woven, dyed with a rare Arancian dye, that he tends to wear every couple of days and gets upset if they cannot be found" even to the point that he's jailed three of his previous servants for having lost them or other serious infractions" Robes

And there is no guarantee that they'll be a pattern item, but it would probably be the most likely choice.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Re: Pattern Item Question

by **arma** » Fri Apr 20, 2012 1:55 pm

Maybe the entirety of his wardrobe is a pattern item, with a favourite in the collection being sufficient to represent the whole.

Do note, though, that the example works "backwards". Trying to find an item from the knowledge.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Pattern Item Question

by **EDChronicler** » Sat Apr 21, 2012 11:04 am

Hmmm, interesting, I hadn't considered that.

Thanks Arma.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

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pattern item(s) bonuses

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pattern item(s) bonuses

by **galafrone** » Sat Feb 11, 2012 1:11 pm

Another question (a follow up of tyrlaan analysis but is also needed for my better understanding)

example: i have let my players find a skull of a human namegiver, that was "possessed" by an horror (a-la-rasper nor of terror from the sky)
i ruled that skull to have been transformed in a major pattern item.
but who can benefit from the bonuses ?
only the player that physically carry it ?
there is a maximum number of threads applied to a pattern item ?
(i found out the max rank of threading, but not the max number; for most magic items is 2, but for pattern items ?)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: pattern item(s) bonuses

by **Mataxes** » Sat Feb 11, 2012 2:01 pm

IIRC, pattern items can only have one thread woven to them, and the character that benefits from the thread needs to have the pattern item on him to benefit.

The more important thing is the bonuses only apply when interacting with the "parent" pattern.

So the question is, what is the skull a pattern item for? Doesn't do much good if it's a pattern item for the Nethermancer -- he's dead, and the character isn't very likely to be interacting with him. Now if it were a pattern item for the horror... that could be very useful.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: pattern item(s) bonuses

by **galafrone** » Sat Feb 11, 2012 2:06 pm

it was designed to be a pattern item for the horror, since in my mind the horror used the human namegiver body to "interact" with the world for a long time.
so the long and repeated "inhabiting" of the body tied that body (and its remains) to the horror very closely (not to be a core pattern item, but at least a major pattern item)..

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: pattern item(s) bonuses

by **Mataxes** » Sat Feb 11, 2012 2:32 pm

Then that works just fine (and I think it's kind of cool).

A pattern item is generally best used as a plot/story maguffin, providing a situational bonus he GM doesn't want to make a permanent feature of his game.

Anybody who has been playing fantasy RPGs for a while has probably seen a situation where they give the opposition magic items so they can provide a challenge to the PCs. But then those items fall into the hands of player characters in the grand tradition of killing things and taking their stuff. This boosts their power, and you need to send the opposition out with even more powerful items to provide a challenge.... you get the idea.

A pattern item allows you to boost the power of an NPC without easily giving that power to the PCs. Tyrlaan's lair pattern items make him a lot tougher in his lair, but if the PCs defeat him, they can't easily take advantage of that power to pursue other goals -- since the items only work in a particular context (in this case, Tyrlaan's lair).

A pattern item for the horror allows you to boost the power of the character when taking on the horror, but doesn't instantly translate into power in every other aspect of their lives.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: pattern item(s) bonuses

by **arma** » Sat Feb 11, 2012 2:58 pm

> *galafrone wrote:*there is a maximum number of threads applied to a pattern item ?

Check that p. 119 again, only the upper *left* this time...

(And yes, we'd have re-organized the entire chapter had there been time.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: pattern item(s) bonuses

by **galafrone** » Sat Feb 11, 2012 3:04 pm

thanks arma (and sorry about the questions..)

@mataxes: it was that i thought of.
and more, since they have to "invest" in the items, the thing is even more challenging
because they can use the items (and loose even LP, since if they defeat the horror the items will never be useful again)
or decide to NOT invest in them (saving the lp but being less effective against their enemy).
in my story (the one prompting the question) i devised 3 items (all skulls) that were the remaining of the horror legacy
a human female (the body used by the horror) and his elf lover (a beastmaster) with its tiger companion.
the elf and tiger were instrumental in the fall of that town, they betrayed unconsciously the lady of the town.
the horror after taking possession of the lady killed them both and used them as "bodyguard" resurrecting them as skeletons many and many times (basically all the times it needed some kind of bodyguarding)

this have left the 2 skulls "tied" to the pattern of the horror. both are minor item toh, and not a major item as the skull of the lady is.

i hope i havent forced stuff too much, but the story of the love and betrayal was too strong to be passed over

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

Quick Question - Deflection bonus ?

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Quick Question - Deflection bonus ?

by **Banjo666** » Mon Feb 27, 2012 10:01 pm

Some shields and helmets have deflection bonuses that increase the difficulty of getting an armour defeating hit.
No problem with that.
They obviously apply to Physical Defence but what about magical defence ?
I take it that they would not apply to Social Defence, unless especially noted as such.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm
- Private message

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Re: Quick Question - Deflection bonus ?

by **Mataxes** » Mon Feb 27, 2012 10:25 pm

Take a look at "Deflection Bonus" on page 254 of the ED3 book. A shield has two modifiers -- the first modifies physical defense, the second spell defense. Helmets have a flat rating -- but if the armor grants a mystic armor bonus it also affects spell defense.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Quick Question - Deflection bonus ?

by **Banjo666** » Mon Feb 27, 2012 10:42 pm

Doh!
Yes, I knew is was there somewhere.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm

- Private message

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Quick spell level ?

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Quick spell level ?

by **Darksyde** » Fri Feb 24, 2012 12:41 am

The info is a little scattered so I just wanted double check with the fine people on these forums.

To put a spell in a matrix one need to be equal too or greater than the rank of the spell/and have the appropriate magic weaving at or above the rank of the spell also.

Is that correct or is it either/or for purposes of putting a spell in a matrix?

I found this rather confusing today when making up some characters. During character generation when you get to choosing spells it mentions that you can purchase 2nd circle but you can't put them in a matrix but dose not really say why. After some digging the above is what I have struggling to put in my brain in a way that I am confident about in my understanding.

Thanks!

Darksyde

Posts: 27
Joined: Sun Jan 29, 2012 12:45 am

- Private message

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Re: Quick spell level ?

by **slayride** » Fri Feb 24, 2012 3:15 am

A First Circle magician can only cast First Circle spells through the safe method, that being attuning it in a spell matrix. A First Circle magician may use grimoire casting or raw magic casting to cast a spell of a higher Circle than they currently have. A First Circle character may select higher spells than their current Circle, that being Second or Third Circle spells, for a high spell point cost, but this is not recommended. Casting a spell of a higher Circle than your own risks damage to your grimoire, or risks damage to yourself in terms of damage and Horror marks. But sometimes you need to cast that higher Circle spell and be damned the risks.

This makes the game different than say DnD, where a First Level mage can only ever cast First Level spells. In Earthdawn, a First Circle magician can cast First Level spells safely, but can cast from a grimoire, or with raw magic, any spell in their Discipline, but possibly with horrendous consequences, like a grimoire being burnt to a crisp, a magician character Horror-marked, or even dead. But such are the risks of reaching for power beyond your current means.

At any rate, to attune a First Circle spell, a character must have all the requirements for that spell, Rank 1 Spell Matrix, and Rank 1 Thread Weaving [appropriate spell school]. They must also be a First Circle magician of the proper spell school. A human with Versatility uses his Thread Weaving Rank to determine the Spell Circle of his spells, or his highest Discipline Circle, whichever is lower. (For example a human First Circle Nethermancer with Rank 2

Elementalism can only still cast First Circle Elementalist spells until he reaches Second Circle as a Nethermancer).

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm

- Private message

Rules Question: Creatures and number of actions

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Rules Question: Creatures and number of actions

by **wbush3** » Mon Apr 30, 2012 11:25 am

Can a creature who has multiple actions in a round utilize one or more of those actions to gain extra movement? (IE: A skeorx moves its full movement but is still not close enough to the PCs, it then uses one of its several actions per round to move up to its full movement again, getting close enough to attack.)

I say no... but am I wrong?

Thank you.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm
- Private message

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Re: Rules Question: Creatures and number of actions

by **arma** » Mon Apr 30, 2012 12:50 pm

You're right.
Movement is just a Simple Action, but its limited to one use per round.
Having several Standard Actions doesn't multiply that.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Rules Question: Creatures and number of actions

by **wbush3** » Mon Apr 30, 2012 2:23 pm

Thank you.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm
- Private message

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Re: Rules Question: Creatures and number of actions

by **ukhata** » Wed May 02, 2012 7:56 am

and what about a creature with mutliple actions that was knocked down.
use move to stand up and no more moving?
or can i use one of his standard actions to stand up and then still move?
or get up and not move, but still use all of his standard actions to hit people?

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Re: Rules Question: Creatures and number of actions

by **slayride** » Wed May 02, 2012 2:15 pm

You can use one standard action to get up, but as per the normal rules of knockdown, you cannot move after standing up. So the act of getting up uses 1 standard action, and the rest can be used as normal.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm
- Private message

Rules Question: Versatility

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Rules Question: Versatility

by **wbush3** » Mon Apr 30, 2012 11:22 am

This one has come up in my game, and (despite my ruling) still causes controversy;

Durability is a Talent Option. Is there any rule saying that a human cannot use Versatility to learn Durability from a different Discipline?
(After going through the rules again and again, I determined that there is no rule against it. Please let me know if I missed something.)

Thank you.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm
- Private message

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Re: Rules Question: Versatility

by **arma** » Mon Apr 30, 2012 12:46 pm

You can, but the bonuses always come from your own first Discipline. So, your human Wizard can learn Durability from a Warrior via Versatility, but he'll still only get 4/3.
Essentially, Versatility gives you extra Talent Options to choose, they're just not called that, because you can choose all talents except your own Discipline Talents..
Note you can also learn matrices.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Rules Question: Versatility

by **wbush3** » Mon Apr 30, 2012 2:22 pm

The question is, If a human Wizard hits Trains up to Second Circle, but does not take Durability as his Talent Option, but then Learns Durability from a Warrior via Versatility, does he gain the Warrior Durability (9/7)? If not, and instead

gains the Wizard Durability (4/3), then I would only ask that this be clarified in a later errata, or new edition under the Talent description for Durability or Versatility.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm
- Private message

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Re: Rules Question: Versatility

by **EDChronicler** » Mon Apr 30, 2012 5:29 pm

> *arma wrote:*... the bonuses always come from your own first Discipline. ...

Your first discipline determines the bonuses.

The only exception to this rule is multi-discplined characters and the Realigning Durability rule.

Durability Rules: ED3PG P. 66, 242
* Unique to Each Discipline. (P. 66)
* Only Benefits from the Durability Talent of his first Discipline (P. 242)

Realigning Durability: ED3PG P. 243

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Rules Question: Versatility

by **wbush3** » Mon Apr 30, 2012 5:57 pm

OK! That makes a difference. Thank you.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm

Rules Questions: Grappling

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Rules Questions: Grappling

by **wbush3** » Mon Apr 30, 2012 11:17 am

The Grappling rules have brought about a few issues in a game I play, rather than run, but it can affect my own game. So here are a few questions that I would like to have clarified;

1) If a creature, or character, has multiple limbs can they continue to act against others while grappling. Does having extra limbs give any benefit to a grappled foe?

2) What actions can a grappled character or foe take? I read the rules as they cannot take any actions except to attempt to escape the grapple, though the GM may allow other actions if the action test exceeds the grapple result.

Thank you.

wbush3

Posts: 6
Joined: Mon Jan 02, 2012 9:28 pm
- Private message

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Re: Rules Questions: Grappling

by **arma** » Mon Apr 30, 2012 12:42 pm

1) No benefits normally, though special rules for the creature may allow special moves.
2) Examples include mental actions line Steel Though or social stuff like Taunt, some of those might also help to break free.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Scout Weapons? 3E take on thing.

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Re: Scout Weapons? 3E take on thing.

by **EDChronicler** » Wed Apr 04, 2012 7:33 am

This is where playing to your players really makes a difference in GM'ing and Min/Maxing.

Just because an Archer appears to be better, doesn't mean that he always will be better.

A good story with proper thread item / named spell / blood charm / versatility / etc bonuses, makes a difference to just number crunching.

I would avoid giving Archers much in the way of Attack / Damage bonuses and focus more on accentuating other abilities. Where as with the bow I have above, I attempted to show how a thread item can be used to create a more DPS styled Scout.

I would encourage you to look beyond the basics and numbers and look at the stories and such you can create with those characters instead.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Re: Scout Weapons? 3E take on thing.

by **galafrone** » Wed Apr 04, 2012 9:36 am

yeah you are perfectly right. the good thing of this game is the chance to tell a story (and very good ones) inserting items that have a story, are a story themselves and in the same time NOT destroying the game with high octane items serving only the already high octane disciplines.
but i was just talking about the "basic" of numbers in the game.
and in that view (that is, taking out the hand of the gm that can alter anything), an archer will be always better than a scout.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Scout Weapons? 3E take on thing.

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Scout Weapons? 3E take on thing.

by **Mistwalker** » Tue Apr 03, 2012 10:07 am

Back in 1E I use to run around as a Scout with a Glaive of all things. It was hilariously to be the sneakiest guy in the group with a polearm strapped to my back.

That...may not be do-able in 3E. What is your best weapon choices in 3E be they magical or no for a Scout?

Mistwalker

Posts: 5
Joined: Tue Apr 03, 2012 8:16 am
- Private message

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Re: Scout Weapons? 3E take on thing.

by **galafrone** » Tue Apr 03, 2012 10:43 am

broadsword if using 1h + shield, quarterstaff if going 2h
get anticipate blow asap
you shouldnt be one of the linemen, but you CAN be put in such that situation if needed

both my players are using 1h + footman, but one of them got a legendary quarterstaff

if i had to play a scout, i will go for the quarterstaff all the times

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Scout Weapons? 3E take on thing.

by **Mistwalker** » Tue Apr 03, 2012 12:14 pm

Did they errata the Glaives to now allow them to work with Anticpate Blow? Or was I just playing wonky in 1E?

Mistwalker

Posts: 5

Joined: Tue Apr 03, 2012 8:16 am
- Private message

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Re: Scout Weapons? 3E take on thing.

by **arma** » Tue Apr 03, 2012 1:05 pm

There were never any restrictions between weapons and talents really.
(There was an Anticipate Blow vs. Air Dance restriction, though, which is now gone).

For the ED3 Scout...
...you can totally build a bowman with this, since all the attack stuff is in the options.
There's a bit less oomph in the Scout overall compared to ED1, but he's more versatile, and a lot of what he does in combat can be complemented well with skills.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Scout Weapons? 3E take on thing.

by **galafrone** » Tue Apr 03, 2012 1:14 pm

yeah arma, you are right. but the fact that nor melee weapons nor missile weapons are discipline talents has the scout of the big "dps" picture anyway

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Scout Weapons? 3E take on thing.

by **ragbasti** » Tue Apr 03, 2012 4:06 pm

make a human scout, all problems solved.
Versatility will turn anything into a killing machine

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am

- Private message

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Re: Scout Weapons? 3E take on thing.

by **galafrone** » Tue Apr 03, 2012 5:23 pm

but cant add karma to both melee and missile anyway
the player i have in my main group plays a human scout, so i know what you mean ragbasti

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Scout Weapons? 3E take on thing.

by **slayride** » Tue Apr 03, 2012 5:57 pm

Versatility--> True Shot solves a lot of problems for Disciplines without karma on attack.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm
- Private message

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Re: Scout Weapons? 3E take on thing.

by **EDChronicler** » Tue Apr 03, 2012 6:34 pm

Chaya,The Black Bow of Naharra

Maximum Threads: 1
Spell Defense: 13
Legend Point Cost: Journeyman

Naharra is renowned Elven scout, among the first to leave Throal when the gates were officially opened. After many years traveling about Barsaive he returned to Throal and traded in his treasures. He did carry a large stick of dark black wood that none had seen before and with it he went to a the Dwarven Weaponsmith, (insert name here), and had this black wood turned into a bow and seven arrows. After having it made, Naharra left Throal and headed back out into

Barsaive, never to be seen again, however the bow showed up in the hands of a human Scout about six years ago in Travar. The Scout told the story of the horror that had been waiting outside their kaer and when they opened the doors slaughtered all who attempted to leave the kaer and the Elf who carried the bow before him. The Elf showed up one day about four years before and fought for months with the horror, constantly shooting the bow and retrieving the black arrows and firing them again at the horror. Finally the elf stood fast and as the horror launched attacks, the elf stood his ground and fired the arrows and retrieved them magically, only to fire them again. He would only seem to fire a single arrow, but all seven would strike the horror. Finally the horror was defeated, however the cost was heavy as the elf also lost his life in this battle. The human was given the bow by the village in honor of his accomplishment of becoming a Scout, and has traveled around much of Barsaive before arriving in Travar.

The most notable item that people talked about was the fact that the bow could only shoot the black arrows, any other arrow splintered a few feet after being shot from the bow.

Thread Rank One
** **Key Knowledge:** The wielder must know the weapon's Name.
** **Effect:** The bow's Damage Step is now 6. The bow may only fire the six black wooden arrows, any other arrows splinter a few feet after being shot.

Thread Rank Two
** **Effect:** The bow string draws quickly and smooth granting a +1 to Initiative Tests.

Thread Rank Three
** **Effect:** The bow's Damage Step is now 7.

Thread Rank Four
** **Key Knowledge:** The wielder must learn from what wood the bow is made and where Naharra found it.
** **Effect:** The bow shows an exceptionally enhanced accuracy negating movement or visual based modifiers by 2 for any attack test. So a Knocked down Modifer of -3 would be a -1. This does not affect the distance modifier for Long Ranged attacks.

Thread Rank Five
** **Effect:** The wielder may fire a number of the black arrows equal to the rank of the thread woven to the bow for 2 strain per arrow past the first at a single target. Damage is rolled per arrow. If all seven arrows are fired, the cost would be 12 Strain.

Thread Rank Six
** **Key Knowledge:** The wielder must learn what happened to Naharra.
** **Effect:** The wielder may spend a single karma on Damage Tests made when shooting this bow. Using the bow as a club, would not allow the use of Karma.

After reading this thread, this thread item came to mind. Only spent an hour putting this together, sorry if its not as well written as it could be.

EDChronicler

Posts: 31

Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Scout Weapons? 3E take on thing.

by **galafrone** » Tue Apr 03, 2012 8:50 pm

> *slayride wrote:*Versatility--> True Shot solves a lot of problems for Disciplines without karma on attack.

yeah true shot can ease your absence of karma a bit, but still you pay at least the double of another regular archer if not really a lot more if you are unlucky
but at least yes, you can be more effective

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

Second Attack/Weapon question

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Second Attack/Weapon question

by **Semanar** » Tue Mar 06, 2012 2:46 pm

If I have the Second Attack talent, do I have to direct this bonus attack against the same opponent as the primary attack? Or can I choose another one within reach? And the same with Second Weapon: same target obligatorily, or two different ones?

And while we're at it - how does it work with the second attack from Air Dance talent: if I roll high enough Initiative to choose more than one target for the bonus attack, can I "switch" the targets inbetween? E.g. character A faces characters B and C, uses Air Dance and gest Excellent result against both B and C. A hits B and knocks him/her down, then waits for B and C to finish their actions, and can now hit again with the bonus attack from Air Dance. Can A target C now, or does he/she have to stick with B (assuming both B and C are still within range)?

Cheers
S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: Second Attack/Weapon question

by **galafrone** » Wed Mar 07, 2012 5:27 am

1) second attack can be directed on a different target than the MAIN one
2) second weapon is the same as above
the only attacks than NEED to be directed against the same target of the MAIN attack is Momentum Attack
3) the air dance "second attack" has to be directed against the target of the main target (so if he attacks B he need to attack B as the "free attack at the end of the round"

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Second Attack/Weapon question

by **Semanar** » Wed Mar 07, 2012 6:15 am

Thanks a lot.

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm

- Private message

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segments of effect of area attack spells

segments of effect of area attack spells

by **lortas** » Fri Jan 20, 2012 11:59 am

Some times I get unsure who area effects/attacks works in Earthdawn.

For example if a character cast a fireball or blizzard sphere in a situation shown in this picture:

Effect segments: red, green, yellow, cyan, blue, pink
circlesegments.png (10.31 KiB) Viewed 90 times

With the assumption that the black bars are massive non magic stone walls which are high enough. In which segments (red, green, yellow, cyan, pink, blue) a character is effected off the area attack and in which sections a character is not

effected? Is there a different between the multiple area attacks (eg. fireball vs. blizzard sphere)?
Last edited by lortas on Sat Jan 21, 2012 12:11 pm, edited 1 time in total.

lortas

Posts: 19
Joined: Sun Dec 11, 2011 5:13 pm
- Private message

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Re: segments of effect of area attack spells

by **arma** » Fri Jan 20, 2012 12:40 pm

Things to consider on a per spell basis:
1) targeting requires sight, in case of something like fireball you couldn't target someone on the opposite side of the wall (this usually solves all your problems)
2) spells that create physical effects follow the laws of physics to some extent (physical vs. mystic armor), and see point 4
3) the earth isn't flat (in case of medium height walls or somesuch - also there is Cover), aka point 3D (many spells could be placed in the air)
4) spells that extend their AoE "from center" actually may expand, it's not an entire area that suddenly becomes subject to the spell. non-physical ones that count targets individually, even in an area, will home in.
5) use common sense. It's like a grenade exploding. What effect does a wall have on that? What effect does it have if it's a gas grenade? etc..
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: segments of effect of area attack spells

by **Telarus_KSC** » Fri Jan 20, 2012 1:27 pm

I agree. Make sure your spell isn't a "name targets within line of sight" thing (like fire-ball, which uses this to get around the D&D fireball volume problem).

Apart from that, use the Cover rules to your advantage (they apply to Spell Defense as well). In this way, certain characters within the area of effect won't be effected if they have adequate cover. If, for example, the caster was standing off the image to the top left and had no way to target around/through the cover, and the spell was a "expand to fill a sphere" deal.. then yellow would have partial cover (+2 SD), cyan would have full cover (+4 SD), and the others would have Complete cover (unaffected).

If the bonus to SD brings the SD above the Effect Tests, that character is unaffected.

Telarus_KSC

Posts: 151

Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: segments of effect of area attack spells

by **lortas** » Sat Jan 21, 2012 12:46 pm

It seems I was a little imprecise in my picture. So I updated the picture by inserting centre of AoE and cater position.

Of course, in a 3D scenario with a limited high for the walls, it may be possible to place the centre of the AeE to reach all segments. But that was not by point. I choose this “simple” 2D-example to get a better understanding how area spells work in Earthdawn.

If I have understood arma right, there is no general rule and it depends on the nature of the effect/spell.

So let take fireball and blizzard sphere as examples.

Fireball: Only chars within the red segment can be effected?

Blizzard Sphere: Only chars within the green segment will be safe?

But I also like the idea for partial cover and full cover.

Are there spells which could effect all segments including the green one? e.g. spells with mystic damage?

lortas

Posts: 19
Joined: Sun Dec 11, 2011 5:13 pm
- Private message

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Re: segments of effect of area attack spells

by **arma** » Sat Jan 21, 2012 1:33 pm

Well there's no real general rule that takes the area as the base to fiddle with (we didn't want to put you through some of the trouble, say, some versions of DnD put you through by drawing lines across the battlemap to see which side some line touches from what point of origin), but the main rule that takes care of this is really line of sight and targeting. Also, because these effects are not entirely physical, even though they behave that way because they mimic natural phenomena.

For example Blizzard Sphere mimics a natural blizzard, but it is still targeted, and still a magical thing and not a real blizzard. You choose who is affected, and you could well choose that your buddies remain unaffected. That means that while they are standing within a blizzard that freezes opponents, they don't suffer from it. The AoE component of spells like that is more like "you can pick a number of people who're standing close together" mechanics wise. Any obstacles usually affect who you can pick. And for areas you can't actually see, you can't usually make these a target.

You'll find spells where something that blocks an area doesn't really have an impact by looking at the ones that don't actually have targeting when casting, e.g. it is not applied to "people in an area" but to an actual area.

For example, Alarm. The casting is applied to an actual area, not someone who enters it. It is just the effect that causes someone entering the area for an alarm to sound. The area is the target, not the person.
Now, you may still say that this doesn't stretch through a solid wall, because you can't see the other side. If you imagine this spell to apply to the ground, you can't cast it on the ground you can't see. Now, if there isn't a wall when you cast it, and you then quickly build it, it will apply to the other side, because you saw it when you cast it. And if someone walks into the area on the other side of the wall, he will trigger the alarm.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: segments of effect of area attack spells

by **arma** » Sun Jan 22, 2012 12:01 pm

I've just discovered over in another thread where galafrone copy-pasted the whole spell (it is split to two pages in the book, so I simply skipped over some of it I guess, but I've stopped complaining to layout about those things ;D) that you can also place this spell on objects, not just areas (you had the choice between object or area in ED1 explicitly, we just use "target" in ED3 which could be both).
The explanation above still fits if you choose area, in any case.
If you choose object, targeting isn't an issue any more for seeing the area, and this would then also be an example spell with a "mystic" effect that wouldn't be blocked by a non-magic wall.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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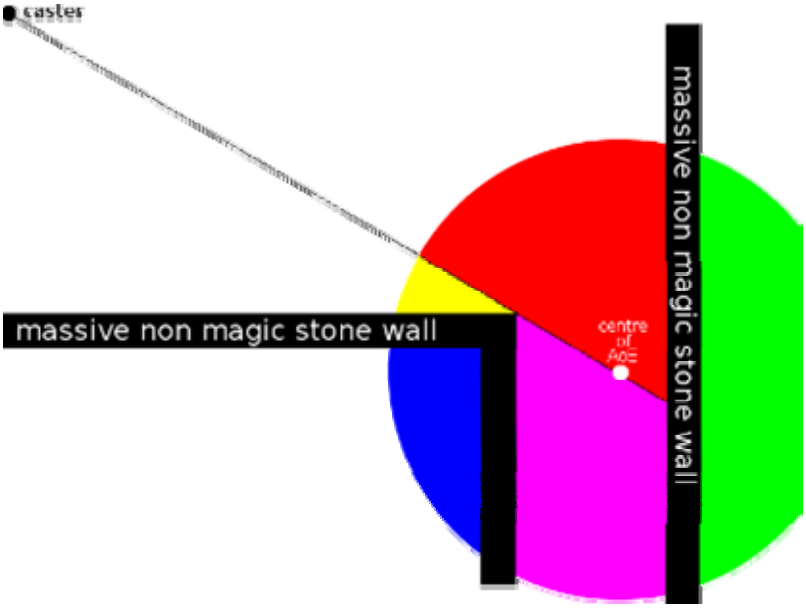
Re: segments of effect of area attack spells

by **lortas** » Sun Jan 22, 2012 4:47 pm

So just for my understanding a fireball in this situation



line of sight & area of effect
LoS+AoE.png (13.49 KiB) Viewed 51 times

would only effect the segment red and pink. Even yellow which in line of sight of the caster is "protected" by the stone wall from the centre of AoE.
Are only the spell defenses of characters which could be effected (red+pink) relevant that the fireball works (PG.170: ... spell casting test against the highest spell defense ...) or are all characters in all segments relevant.

If the spell in the figure was not a fireball but a Ethereal Darkness all segments (even the green segment) will be effected (while the walls are non magical)?

lortas

Posts: 19
Joined: Sun Dec 11, 2011 5:13 pm
- Private message

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Re: segments of effect of area attack spells

by **arma** » Sun Jan 22, 2012 6:17 pm

Again: it's about targets, not who is in an area.
Go with what you target, not what is in the area.

In detail:

Casting fireball, you determine an area, and then you pick a number of targets within that area. At this point, you may well stop thinking about any area, because your targets have been determined. This is what the spell description tells you to do. Determine a point of impact, from there outwards determine an area, now pick targets from within that area. Now resolve the spell against these targets.
If you have a situation where there's obstacles, you may add cover or decide the spell is blocked, but the main thing is if targeting is resolved, the targets can be affected.

Casting Ethereal Darkness, this works the other way around, as the description tells you. You determine a target, cast the spell, and then the effect is in an area.

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Shadowmantis poison duration

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Shadowmantis poison duration

by **galafrone** » Mon Feb 27, 2012 8:49 am

Here i come with an other question
the shadowmantis creature

Poison [SD 8; Damage Step 9]
Rules: A shadowmant uses its tail to sting its victims. The stinger contains a poison powerful enough to kill a troll within 10 rounds.
Once the poison has killed its prey, the shadowmant eats its victim.
Poison: The shadowmant's virulent poison resists the healing effects of talents or healing aids with a Spell Defense of 8.

As far as i can understand, this poison works this way
1) target is hit, poison enters the body of the victim with at least 1 hp di damage from the tail attack
then, the target can try to resist (TOU test vs poison SD 8)
if he fails, the poison kicks in, effect test 9 damage
then i assumed the poison goes on until the target doesnt beat the SD 8
it's ok ?
there isnt any duration on that description

but from this (step 9) to killing a troll in 10 seconds is... somehow... overrated.
it takes at least 24 seconds (4 unresisted turns) of damage to do an average of 9x4=36 hp dmg that against a 14 TOU score creature means death
i am doing something wrong ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Shadowmantis poison duration

by **arma** » Mon Feb 27, 2012 11:39 am

It doesn't say 10 seconds, it says 10 rounds.
That's just fluff, after a fashion.

The rules for shadowmants should be modified like this:
"Poison: See Shadowmant Venom, p. 126."
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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shaman spell learning procedures

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shaman spell learning procedures

by **galafrone** » Wed Mar 07, 2012 5:50 am

How can a shaman learn a new spell without the help of a mentor / instructor ?
i have some ideas, wanted to understand better the "create fetish" talent anyway
- commune with spirits (but this is only from 3rd level onward)
- the circle advancement rituals for circles 2-4 points to the creations of "new fetishes" implying that the shaman can do it by himself.
does he "invents" the spells by himself ?

thanks

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: shaman spell learning procedures

by **arma** » Wed Mar 07, 2012 2:10 pm

It's supposed to be like:
observe natural phenomena, try to get an understanding of what happened, get a flash of insight / epiphany, learn it intuitively from that.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: shaman spell learning procedures

by **galafrone** » Wed Mar 07, 2012 3:07 pm

so the "natural phenomena" has to be related with the spell he wants to acquire.
will work out something, luckyly my shaman player is a creative one

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: shaman spell learning procedures

by **Telarus_KSC** » Thu Mar 08, 2012 4:24 pm

Bargaining with spirits for that "key piece of the Spell Pattern" might also be very appropriate. So a fetish for a spell which summons a school of piranha-like fish might require dealing with the local river or fish spirits. Once an "agreement" is made, then the shaman has the details necessary to create the fetish.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Shattering a Shield (dumb question)

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Shattering a Shield (dumb question)

by **ArcadianRefugee** » Thu Mar 22, 2012 7:16 pm

The rules for Shattering a Shield (Player's Guide, p. 225) state, "The character makes a Damage Test against the shield's Shatter Threshold.... If the test succeeds, the shield shivers and breaks...."

Does this damage need to be inflicted all at once in order to be effective? Or can a character make multiple such attacks against the shield, accumulating damage until the shield finally gives?

:Kevin

ArcadianRefugee

Posts: 2
Joined: Thu Mar 22, 2012 6:51 pm
- Private message

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Re: Shattering a Shield (dumb question)

by **Anunnaki** » Thu Mar 22, 2012 8:46 pm

Hi Kevin.

The damage needs to be inflicted in one blow to be effective.

Take kaer, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Re: Shattering a Shield (dumb question)

by **ArcadianRefugee** » Thu Mar 22, 2012 9:14 pm

Thanks for the quick reply!

ArcadianRefugee

Posts: 2
Joined: Thu Mar 22, 2012 6:51 pm
- Private message

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Re: Shattering a Shield (dumb question)

by **Anunnaki** » Thu Mar 22, 2012 9:36 pm

My pleasure.
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA
- Private message
- Website

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Shield Mist question

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Shield Mist question

by **galafrone** » Wed Mar 28, 2012 8:34 am

Shield Mist
Threads: 1 Weaving: 6 / 13 Casting: TSD
Range: Self Duration: Rank + 3 rounds Effect: WIL + 6
Air. This spell creates a shield of mist that hardens and moves to deflect blows directed against the magician. The magician moves his hands over his body while wisps of mist pour from his fingertips, then makes a Spellcasting Test against his natural Spell Defense. If successful, he makes an Effect Test in place of an Avoid Blow Test (p. 62) against close and ranged combat Attack Tests directed at him. If the Avoid Blow Test succeeds, the mist deflects the blow and the magician suffers no harm. There is no Strain cost for this Test. The shielding effect only works against attacks that the magician can see. The magician may make a number of Effect Tests each round equal to his Spellcasting Rank. Only one Test may be made against a single attack. The magician is visible within the mist
and can easily see out. The mist does not hinder his actions.

These are the questions

1) the natural spell defense means his basic "perception" derivated SD ? does the "natural SD" can include the SD bonuses coming from the higher cirlces bonuses ?
2) can the spellcaster use WIllforce for the Spell Effect ? (i will say yes)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Shield Mist question

by **Anunnaki** » Wed Mar 28, 2012 9:52 am

Hiya,

> *galafrone wrote:*1) the natural spell defense means his basic "perception" derivated SD ? does the "natural SD" can include the SD bonuses coming from the higher cirlces bonuses ?

The spellcaster's "natural" Spell Defense is based on his Perception only; Circle bonuses, bonuses from objects, spells, threads, etc., aren't included. (corrected from my previous reply)

> 2) can the spellcaster use WIllforce for the Spell Effect ? (i will say yes)

Yes. Though the spellcaster will take Strain from the Willforce talent for each use, as normal.

Kind regards, James
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Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

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Re: Shield Mist question

by **galafrone** » Wed Mar 28, 2012 9:59 am

so basically a caster cant lower his SD to 2 voluntarily for this cast. he has to beat his SD to have effect.
and we take out anything that helps SD like threads, objects, spells and such
he/she has to beat that number (for example, a nethermancer with 16 per and 2nd circle has SD10, that's the TSD number)
i am correct ?
thanks annunaki

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: Shield Mist question

by **Anunnaki** » Wed Mar 28, 2012 10:56 am

Hiya,

The spellcaster can lower his Spell Defense for casting, using the normal rules for doing so.

And I put you wrong, earlier, sorry. The spellcaster's "natural" Spell Defense is based on his Perception only; Circle bonuses, bonuses from objects, spells, threads, etc., aren't included.

I'll update my earlier reply.

Kind regards, James

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

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- Website

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Ship Combat

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Ship Combat

by **Bogie** » Mon Apr 09, 2012 2:58 pm

This is probably a stupid question but I couldn't find the answer.

When using the abstract rules for crew combat in Airship / Riverboat combat what is the number to use as defense when rolling the attack so that success level can be determined? Is it the other crew's rating?

-Todd
Todd Bogenrief

Bogie

Posts: 16
Joined: Wed Nov 02, 2011 11:12 am
- Private message

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Re: Ship Combat

by **Telarus_KSC** » Mon Apr 09, 2012 3:06 pm

According to the quick example of play in the Boarding Battles box, your roll vs the opposing Crew Rating. It doesn't mention it in the non-italics text, tho.... only in the example.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Ship Combat

by **arma** » Mon Apr 09, 2012 4:52 pm

Kind of funny because we condensed the rules text to be able to include an example. ^^

(But, yes: just include "Defense" in the list of things Crew Rating is used for.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Ship Combat

by **Bogie** » Tue Apr 10, 2012 2:35 pm

Sweet! Thanks. I thought that was the case but it wasn't clearly stated. I'll have to go back through the example.
Todd Bogenrief

Bogie

Posts: 16
Joined: Wed Nov 02, 2011 11:12 am

- Private message

some questions about geography

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some questions about geography

by **galafrone** » Sun Apr 22, 2012 3:19 pm

hi all
i am finally come to the necessity to understand more the "euro" geography of earthdawn
since i have started to read the thera booklet (fasa, 1st edition) i have some questions, or just curiosity wich i would love to have more expert gm explanations or arma/annunaki answers if they can and want.

1) vivane province is the same as rugaria province right ? (in the legion deployement table it says rugaria, but in the map at the end of the book there is vivane as province)

2) the caralkspur mountains that start more or less in the east near vivane (in rugaria province) are the same that divide Talea from Vasgothia right ? so, the are both the carpathians and the alps, more or less ?

3) the great old forest in vasgothia starts north of the plains and goes up to the sea (that is the baltic sea, more or less) ?

4) vasgothia east border is basically the wastes, right ?

thanks
tommy aka galafrone

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: some questions about geography

by **EDChronicler** » Sun Apr 22, 2012 4:32 pm

A quick and dirty rough:

Vasgothia = Germany + Some Poland
Arancia = France + North along German Border
Talea = Italy
Vivane = Greece + Most of the countries north to Ukraine
Wastes = Poland not part of Vasgothia + Western-ish Ukraine

I'm not sure off the top of my head where Alps / Switzerland lie in regards to this, sorry.

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar

- Private message

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Re: some questions about geography

by **galafrone** » Sun Apr 22, 2012 5:20 pm

alps are between italy and (west to east) france, switzerland, austria and slovenia.
so i started from the map of vasgothia in The Theran EMpire and clearly shows the caralkspur mountains on the south border of vasgothia.
so they must comprise the alps.
but the caralkspur are also on the north border of rugaria, between rugaria and the wastes.
so they must continue from the alps to the carpaths, creating some interesting barrier (and a lenghty one too)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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special combat actions and initiative

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special combat actions and initiative

by **galafrone** » Fri Feb 17, 2012 11:36 pm

Just a doubt.
will special actions penalties (special actions that need to be declared before the initiative roll, like split movement, full defense) be counted also for initiative purposes ?
for example the harried penalty that is due to split movement or the -3 penalty due to full defense are counted in for initiative purposes ?
thanks

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: special combat actions and initiative

by **Flagg** » Fri Feb 17, 2012 11:45 pm

Are you asking if these modifiers apply to the initiative roll itself? No.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: special combat actions and initiative

by **Telarus_KSC** » Sat Feb 18, 2012 12:31 am

According to the rules, Initiative Tests are a specific Effect Test (and all Effect Tests are a subset of Action Tests).

In my reading, that means you apply all current penalties you have while rolling Initiative.

Also, because you sometimes roll Talents instead of the base Init Step, things like Wound Penalties and Taunt results should also be considered applicable, by the current rules. I have been running it as such in my current Campaign.

This isn't how I did it in 1/2nd ed... and I'm considering the effects of this.

I have some ideas about this, but would like to hear how others have been running it.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: special combat actions and initiative

by **arma** » Sat Feb 18, 2012 7:05 am

I wouldn't apply them.
These things usually go for a round, they apply to whatever happens in a round.
Technically, from the description of combat, declaring actions and initiative may be part of the round. On the other hand, from what the whole method stands for, declaring and initiative are set aside somehow because nothing actually happens there in the fictional space, it's all rules, and there is no real "in-game time" when there's no running initiative count.
I'd see it as in "in-between rounds" phase, and only use those modifiers that explicitly refer to initiative (Going Inside a Shield, for example).
Also makes things easier if you can just read it off the sheet.

(It's not so much about Action vs. Effect Tests, IMO. That distinction is mainly about the rule of one not applying to Effect Tests. It's about timing. And there's very different rules for when things kick in. For example, Harried from Running only kicks in when you start Running. Split Movement runs "that" round. The idea about bonuses and penalties is that you buy one for the other. You may go defensive but that means your offense is penalized. And the thought is that both go for the same period. If you would apply the penalty to initiative, you'd have a penalty at a time when there's no bonus, because no one attacks you during the declaring actions phase.)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: special combat actions and initiative

by **galafrone** » Sat Feb 18, 2012 1:44 pm

ok, it's fine.
other conditional penalties like wounds, taunts etc are applied ?

the harried condition enforced by being attacked in the previous round by 4 or more opponents ?
i will say yes to wounds, taunts and "carryover" effects, but the harried enforced by being attacked by 4+ opponents no, it's dependant on what they do.
if they did last round isnt wrote on stone they will attack me all 4 also this round.
that mechanic is slightly more difficult to translate into a "flowing" mechanic for initiative rolls

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: special combat actions and initiative

by **arma** » Sat Feb 18, 2012 2:18 pm

Pretty much everything that runs several rounds affects initiative.
4+ opponents only gives you a Harried while they're actually there*, so that's not a full-round condition, but if they're there at the end of the round, I'd apply it.

*it's more about them being there than about them attacking.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: special combat actions and initiative

by **Telarus_KSC** » Sun Feb 19, 2012 2:07 am

Good clarification, I like limiting it to modifiers that last 1 round+.

I still have some other ideas about making Initiative a little more tactical, but I'll start a new thread.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

Spell Balance

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Spell Balance

by **Meat Puzzle** » Tue Feb 07, 2012 6:38 pm

First off I happen to favor the Elementalist above all other magicians so these statements will be coming from that frame of mind, since I'm most familiar with their spell list, even though I'm sure many of the same questions could be asked for all of the magician disciplines. I have been going through the spell lists for an Elementalist and have noticed some seemingly serious balance issues and am just wondering if I am alone in this opinion or if I'm just missing something. Don't get me wrong I love this game and even though I know I will not be able to artfully express my opinion with out sounding like I am complaining let me state here and now that I am not. I am sincerely trying to get other people's opinions to see if it is just me.

First let's start Earth Darts the "bread and Butter" 1st circle Elementalist spell. When you compare this spell to Lightning Bolt, a 3rd circle Elementalist spell I am left wondering why Lightning Bolt is such a high circle spell. Given that Earth Darts does more damage and has a greater range with all other stats the same as Lightning Bolt I don't get it. I understand that Lightning Bolt ignores metal armor but there are only 3 types of armor in the Player's Guide that qualify (Chain Mail, Plate Mail, and Ring Mail) and as far as shields go I don't know if any would count because the shields with metal are also wooden, only the Body shield sounds like it would be ignored. At best Lightning Bolt should be second circle and i would argue for first myself.

Next compare a Nethermancer's 1st circle attack spells to Earth Darts which excluding Flame Weapon, a spell that is really more of a buff for some one else than an attack for the caster, is the only 1st circle attack Elementalists get. Nethermancer's get two 0 thread attack spells at first circle, Spirit Darts and low damage and low range spell and Spirit Grip a close attack that does the same as Earth Darts, then they get Chilling Circle an AOE spell and Undead Struggle. These are all fine with me except that there 4 of them and I'm not even done I saved the best for last Astral Spear. This spell compared to Earth Darts is way better. Earth Darts has a slightly better weaving difficulty and they do the same damage but Astral Spear has 4 times the range and goes against mystic armor not physical armor like Earth Darts and every other Elementalist spell does, mystical typically being lower for most targets.

I always thought that because Elementalists had the "handicap" of going against Physical Armor that they were compensated in some way by having generally higher damaging spells, lower thread spells, or just more attack spells to choose from. Having gone through the spell list a little more thoroughly now I have to say that does not seem to be the case. Opinions?

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

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Re: Spell Balance

by **thezombiekat** » Tue Feb 07, 2012 7:30 pm

I can offer an opinion on a couple of those points.

Lightning bolts ability to ignore mettle armour is more useful than you think. While there are only 3 types of mettle armour in the book they are the armours most likely to be worn by soldiers, scorchers or raiders, being heavier than leather while crystal is too expensive for most people.

The second is your comparison of earthdart to the nethermancers spirit grip and spirit dart. Earth dart is superior to both in my opinion doing more damage than spirit dart and having better range than spirit grip. Also an elementalest can do more for the party's damage output by casting flame weapon on a fighters weapon increasing party damage output for the entire fight without affecting his future actions.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: Spell Balance

by **treorai** » Tue Feb 07, 2012 10:27 pm

Also, for spell balance between the Disciplines, you have to keep in mind that the Magician Disciplines are not intended to be primary damage dealers. They are versatile support characters who have enough "oomph" in a fight to defend themselves. The fact that the Elementalist, at first Circle, can boost everyone's natural healing, armor, and damage, and by Third Circle can feed the entire party for free with just three blades of grass, is way more valuable to some parties than a Magician specializing in dealing with undead and Horrors.

Speaking of which, even when talking about just damaging spells, keep in mind that one of them you specifically mentioned, Undead Struggle, takes the Nethermancer out of the fight, has a very narrow focus, and has a chance to kill him if he uses it on too powerful of a target. So that's not too bad of a trade off, really.

treorai

Posts: 5
Joined: Thu Dec 01, 2011 12:54 pm

- Private message

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Re: Spell Balance

by **Meat Puzzle** » Tue Feb 07, 2012 11:58 pm

> *thezombiekat wrote:*Lightning bolts ability to ignore mettle armour is more useful than you think. While there are only 3 types of mettle armour in the book they are the armours most likely to be worn by soldiers, scorchers or raiders, being heavier than leather while crystal is too expensive for most people.

I kind of agree with you about the armor but that only covers Name-Giver adversaries, I tend to use a lot of creatures in my fights because I like them more than Name-Givers and no creatures wear metal armor accept a few undead or falsmen. Plus what about higher circles when even the Name-Giver enemies have crystal or living armor? At that point Lightning Bolt is almost useless while Earth Darts is still going strong.

> *thezombiekat wrote:*The second is your comparison of earthdart to the nethermancers spirit grip and spirit dart. Earth dart is superior to both in my opinion doing more damage than spirit dart and having better range than spirit grip. Also an elementalest can do more for the party's damage output by casting flame weapon on a fighters weapon increasing party damage output for the entire fight without affecting his future actions.

On your second point I think you misunderstood me. I was not saying Spirit grip or Spirit Dart was better than Earth Darts I was merely pointing out the fact that Nethermancer's have so many attack options at 1st Circle and you have to take into account that both of those spells have 0 threads so he can do it every round as opposed to the Elementalist attacking every other round. In the case of Flame Weapon you are correct but once again only if they are prepared for the fight is that really true. Otherwise that Elementalist is spending two at best probably 3 rounds before he casts that spell because it is 2 threads. In my experience that's a third or maybe even half of the fight before he does anything.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

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Re: Spell Balance

by **arma** » Wed Feb 08, 2012 6:10 am

The Elementalist has always suffered from this a bit. Range, Threads, Armor, never been to his advantage. It's always one of them for any given spell that seems to spoil it. And with spells being added in ED1 supplements, the other Disciplines always seemed to get a bit more, at least for attacks. And picking what to have in a matrix is always a pain. OTOH, the Elementalist gets a lot of utility, and that's what his additional supplement spells were about.
I think what makes things so obvious to many Elementalist players, however, is that there are no "uber spells" like some of the other Disciplines get. Spells that are at one glance must takes, such as Razor Orb or Bone Shatter. If he had a couple of these, things would be okay I guess, with things balancing out over circles.
But the Elementalist didn't get much attention in re designs and so on, there hasn't been much that was toned down. And that was also because he had no uber spells, as these are always a bit of a problem...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Spell Balance

by **Kremlin KOA** » Wed Feb 08, 2012 11:53 am

Elementalists, IMHO, have a the slowest start of the magician classses.
Wizards and nethermancers get reasonable damage dealing potential at 1st Circle (spirit dart and mind dagger(
Illusionists are forced to be support characters until 2nd circle (ephemeral bolt and true ephemeral bolt)

Elementalists get that ablity at third circle (Ice Mace and Chain)
By 5th circle they are all equally combat capable.

Kremlin KOA

Posts: 18
Joined: Mon Nov 21, 2011 12:32 pm
- Private message

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Re: Spell Balance

by **The_Gun_Nut** » Wed Feb 08, 2012 12:26 pm

When the Elementalist at my table got the *fireball* spell, she became the de facto long range hitter of the group. The Nethermancer certainly couldn't compare for volume of damage, but could absolutely WRECK a single target.

Each Discipline has a different focus. The Elementalist doesn't have a single target focus for damage, but can deal with large numbers relatively easily.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: Spell Balance

by **Mataxes** » Wed Feb 08, 2012 7:33 pm

Elementalists also get Ice Mace and Chain (C3) and Blizzard Sphere (C4). Both can be *nasty* combat spells. One is single target, the other a multi-round AoE. They are modified by physical armor, but I don't see much equivalent direct-damage spells in the other Disciplines from C1-4. The two threads for Blizzard Sphere can be awkward, but an Enhanced Matrix at C5 makes that less of an issue given it's casting difficulty and effective damage.

Elementalist starts slow but makes up for it quickly enough.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Spell Balance

by **slayride** » Wed Feb 08, 2012 8:26 pm

You cannot forget about the Elementalist's Second Circle spell of Flame Strike, which has nasty damage and no threads. Ice Spear is nice for its long range despite the thread and low damage at that circle as well.

slayride

Posts: 54
Joined: Fri Oct 28, 2011 12:25 pm
- Private message

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Re: Spell Balance

by **Dale** » Thu Feb 09, 2012 8:53 am

Elementalists also have the disadvantage of spell components moreso than the other casters. Fireball is nice, but how often do you actually have a flame large enough to use it? Our has most members with low-light and the one that doesn't (me) finally got the illusionist to do a named spell of cats eyes to make some low light goggles. In cases were we do need light we use light quartz. So any fire spell requiring flame is a hard one. Water runs in a similar vein. While a waterskin can provide a spell here and there, it takes time to get it out and place it before those spells can be used well (looking at you puddle deep and icy surface). The physical vs mystic armor is hard at times, but is less bothersome to me than the material component issues.
Dale

Dale

Posts: 10
Joined: Mon Nov 21, 2011 5:39 pm
Location: Austin, Tx
- Private message
- YIM
- AIM

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Spell Balance

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Re: Spell Balance

by **The_Gun_Nut** » Thu Feb 09, 2012 10:58 am

Fire is actually easy to get. The firestarter common magic item has a kernel of true fire in the tip which activates upon command. It is good enough to use for a fireball, IMO, but (as the Elementalist in my group is soon to discover) using it in this way will deplete it.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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Re: Spell Balance

by **Gkeckley** » Thu Feb 09, 2012 10:59 am

A firestarter only costs 100sp. Every Elementalist should get one as soon as possible for spells such as flame strike and fireball, they just require a fire source they do not specify the size of the fire. Heck everyone should have one of these as the ability to start a fire instantly is just extremely usefull. Icy surface does not require water to cast, you are just required to blow on the surface. Puddle deep does which is one of the reasons I would rarely have it in a matrix.
Personally I find the elementalist to be the best spellcaster to play. They are good at healing, heat food is good at all levels. They get decent to good damage spells. Yes at 1st circle they lack a 0 thread spell for damage, but at 2nd circle flamestrike is wil+6, pretty sweet. They also get ice mace and chain at 3rd and then ricochet attack at 6th which is will +12. They get good defensive spells such as air armor, throne of air, and spirits of death sea for those fear attacks. They get good combat spells that don't deal damage directly but are still awesome. I have seen many fights won with icy surface and stick together. They have great utilitarian spells such as metal wings (flight for everyone for 20+ minutes), plant talk, plant feast, porter, and repair. Then lastly and probably their greatest asset is the ability to summon elementals at 5th circle. The aid summoner powers that elementals have is awesome.
All in all the elementalist is one of the best classes out there. Every time we start a new campaign the first question that is asked is who is playing the elementalist. The campaign I have been running for awhile now the party had an elementalist to start with, but the player was unavailable for quite a few several sessions in a row. After a session or two of no elementalist, the group went out and hired an elementalist to travel with them because they could not live without one.

Gkeckley

Posts: 3
Joined: Thu Feb 09, 2012 5:16 am
- Private message

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Re: Spell Balance

by **Meat Puzzle** » Fri Feb 10, 2012 1:57 am

> *Gkeckley wrote:*A firestarter only costs 100sp. Every Elementalist should get one as soon as possible for spells such as flame strike and fireball, they just require a fire source they do not specify the size of the fire.

Actually most of the spells do say they require a source of fire such as a torch or campfire both of which are much bigger than a firestarter which is probably no bigger than a candle or lighter. Flameshaw even says it requires a "larger source of fire" like a campfire.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
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Re: Spell Balance

by **arma** » Fri Feb 10, 2012 3:01 am

Unless it gets specific, anything is fair game.
("a source, such" is something different than "a large source, like")
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Spell Balance

by **Gkeckley** » Fri Feb 10, 2012 3:08 am

Actually for a fireball and flame strike the rules specifically state from a fire source such as a torch or campfire. It just gives them as an example of possible sources It does not state the flame needs to be as least as big as a torch or no larger than a campfire. I guess a gm can interpert it either way. However, you could just as easily have a firestarter made where the fire is as big as a torch. Also, since it is using true fire I would say it is an acceptable source, again

subject to individual gms interpertation. I also like the earlier suggestion that using the firestarter this way burns through the fire kernal, definetly using that one at some inconvenient point. As flameshaw you are absolutely correct it does specifically require a large source of fire, I did not mean to come across as all fire spells could use the firestarter. I was just trying to point out there are plenty of great spells for the elementalist and they are a very versatile class. Are some spells unevenly balanced between different spellcasting classes, sure. But I do not think you should just focus on one or two spells and individually compare them to other spells of different disciplines. While the spells of any class at the same level should be close to each other in power level, sometimes a variance occurs and that could be for any number of reasons.

Gkeckley

Posts: 3
Joined: Thu Feb 09, 2012 5:16 am

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Re: Spell Balance

by **The_Gun_Nut** » Fri Feb 10, 2012 9:54 am

Water for puddle deep just needs a bit of water to succeed. So our Elementalist carries a flask of water with her. Which she then empties at the feet of her target and <sploosh>.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: Spell Balance

by **Nerik** » Fri Feb 10, 2012 3:35 pm

One thing that recently struck me - compare the following two Elementalist spells:

Fireball
5th Circle, 1 thread, Weaving 12/20, Diff. TSD*, Range 40 yards, Duration 1 round, Effect: Will+8 in a 4 yard radius. Needs to hit highest Spell Defence in area, hits everyone in area.

Flame Darts
7th Circle, 2 threads, Weaving 13/23, Diff. TSD, Range 16 yards, Duration 1 round, Effect: Will+7 in a 2 yard radius. Needs to hit highest Spell Defence in area, hits everyone in area.

...err... am I missing something here?

Nerik

Posts: 2
Joined: Tue Dec 13, 2011 1:12 pm
- Private message

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Re: Spell Balance

by **Gkeckley** » Fri Feb 10, 2012 4:48 pm

Hmm. Never noticed that one. I tend to avoid most 2+ thread combat spells. However, in the description of fire darts it refers to opponents two seperate times Perhaps flame darts is selective in who it hits as opposed to fireball that hits everyone in its radius. At the very least it is only targeting people with darts so there is no possible damage to items they are carrying, or items/structures within the radius of the spell.

Gkeckley

Posts: 3
Joined: Thu Feb 09, 2012 5:16 am
- Private message

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Re: Spell Balance

by **The_Gun_Nut** » Fri Feb 10, 2012 11:03 pm

Flame darts needs no fire source. Gkeckley is also correct in that it hits specific targets.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
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Re: Spell Balance

by **Telarus_KSC** » Sat Feb 11, 2012 4:28 am

Those are pretty much the stats/effects all the way back to ED1 + Arcane Mysteries of Barsaive. It's because Fireball wasn't designed with the Spell Design rules, and Flame Darts was (as AMoB was released after A Manual of Mystic Secrets). I'd like to see an errata personally.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

Spell Balance

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Re: Spell Balance

by **arma** » Sat Feb 11, 2012 4:39 am

In ED3, they both affect only selected targets.
(Flame Darts also affected your allies in EDC, and I assume, in ED1 -- it's always been the case that "supplement spells" had a chance to be worse than "core rule spells" overall, because the supplement spells were designed with the Spell Design system, and these systems do not produce balanced spells).

This may be a "lost in translation" case because of how ranges changed in ED3. The main thing about Flame Darts in EDC was that it affected a 3x3 area, so that at least made a noteworthy difference. No radius, no point of impact. Now, it doesn't have a "from center" in ED3 either...

Removing the flame requirement would normally be worth about a circle only.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Spell Balance

by **Nerik** » Sun Feb 12, 2012 12:25 pm

> *arma wrote:*In ED3, they both affect only selected targets.

As in the caster gets to choose who takes damage for both spells? Interesting, thats not how my group interpreted the description of either spell, so I've learned something anyway.

Nerik

Posts: 2
Joined: Tue Dec 13, 2011 1:12 pm
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Re: Spell Balance

by **Telarus_KSC** » Mon Feb 13, 2012 6:35 am

It's one of those idiosyncratic things about the ED Magic Metaphysics.

Spell casting in ED occurs because the caster "draws an arc in astral space between two Patterns". Therefor, if the spell mentions Targets at all, the caster can choose them (usually freely, sometimes with restrictions based on the spell mechanics). If the spell says it is cast at a specific Hex, and has an area of effect, use the default AoE rules on p140 of the Players Guide (Spells -> Area of Effect). These usually avoid Target Spell Defense as the difficulty, see below.

Blizzard Sphere and Death Rain are explicit about this (blizzard sphere marks the enemies, up to Spellcasting Rank... death rain marks your friends, and hits everyone else). Fireball says "target group in the area of effect". I take it to mean that those targets are the ones who look like they've been napalmed after the flash-bang happens. This selectivity (is one of the things which) offsets the multi-round Threadweaving/Spellcasting process.

Spells to compare to are ones which have static Spellcasting Difficulty (Drastic Temperature, which affects "each creature passing through or remaining in the sphere"), or some other way to determine difficulty than Target Spell Defense.

Now, on Flame Darts, the Highest Spell Defense is pulled from "all those within a chosen 2yd (1 hex) radius circle." The damage is "inflicted on each character in the area". I read this as effecting the whole AoE area, no calling out targets. I don't think this is balanced vs Fireball, but not sure how I'd change it.

Here's an idea. Drop the threads required to 1, and then add "If the caster weaves an additional thread to the spell before casting, the Effect Step raises to WIL+9".

Boom, suddenly it's more versatile than Fireball at close range because it has a weaker version that can be 1-round cast in an Enhanced Matrix, *without a fire-source*. It's not as "elegant" as Fireball, in that it's just indiscriminate fiery shrapnel, but if powered up with that second thread can be deadlier.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Re: Spell Balance

by **The_Gun_Nut** » Mon Feb 13, 2012 12:14 pm

Personally, I'd just make *fireball* indescriminate and *flame darts* into the selected targets kind of thing. It would help justify the higher Circle.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: Spell Balance

by **LouP** » Mon Feb 13, 2012 1:29 pm

Hello,

Just a quick FYI about the Spell Design rules in Magic: A Manual of Mystic Secrets. Those rules were reverse-engineered from the spells in the ED1 rulebook and companion. All of the effects (area effect, multiple targets, etc.), minimum circle levels, etc, are based on the idea that the original spells represent the rules by which spells are created in ED. It should be possible to re-create all the original ED1 spells (or at least *very* close approximations of them) using that system.

One of the assumptions I made when designing that system was that the spells in the original ED1 rulebook and companion were created by very competent magicians who spent considerable time and effort to make the spells the best they could be. Not every spell was built assuming an Extraordinary success on every test, but most presume pretty significant levels of success (the idea being that spells represent years of research and fine-tuning and have become "standard" versions of these spells). The same was mostly true for the spells in M:AMoMS or AMoB, but since those were built using the spell design rules, some oddities cropped up along the way.

To reply to this specific instance, I'm not convinced that Fireball is clearly superior to Flame Darts given the distinctions pointed about above, specifically no need for fire source and the ability to hit specific targets. The increased number of required threads and thread weaving difiiculty and slightly lower damage more than makes up for the fact that you could fire Flame Darts at a target in a close combat with a teammate and not worry about roasting your friend.

Take Care,

Lou Prosperi

LouP

Posts: 6
Joined: Thu Nov 10, 2011 9:57 pm

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Re: Spell Balance

by **LouP** » Mon Feb 13, 2012 1:57 pm

Hello,

I just did a quick check, and it turns out that Flame Darts did NOT allow the caster to hit specific targets (in EDC). The darts affect any/all targets within the area of effect. This makes the Circle disparity between the spells a little more significant, but I'm still not convinced the Fireball is objective superior in all ways.

I also discovered that (at least as far as I can tell) that in ED3 both spells affect all targets within the area of effect and neither allow the caster to select targets. If they are intended to allow that, the rules don't really explain how.

I also noticed that Fireball in ED3 is significantly less powerful than on ED1 (half the range and area of effect). So

much for elementalists using this spell like artillery.

Take Care,

Lou Prosperi

LouP

Posts: 6
Joined: Thu Nov 10, 2011 9:57 pm
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Re: Spell Balance

by **arma** » Mon Feb 13, 2012 2:17 pm

> *LouP wrote:*I also discovered that (at least as far as I can tell) that in ED3 both spells affect all targets within the area of effect and neither allow the caster to select targets. If they are intended to allow that, the rules don't really explain how.

We refer to targets as the ones you can select. If you can't choose, we use the term characters.
Unfortunately, it isn't stated that plainly in the rules.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Spell Balance

by **Meat Puzzle** » Mon Feb 13, 2012 7:59 pm

I'm not sure I understand how you can release a fireball into a group, have it explode and then only some get hurt? What do the flames wash over your friends like a warm summer breeze doing no harm? Also just to clarify because it is getting convoluted, both Fireball and Flame Darts effect only targets the caster chooses no matter who is in the AoE?

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm
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Re: Spell Balance

by **Anunnaki** » Mon Feb 13, 2012 8:30 pm

Hiya,

Wading in (it's been a while, so please be gentle).

Fire Darts was a spell from the ED1 "Arcane Mysteries" book. There wasn't much to differentiate it from Fireball (more threads, two Circles higher, less damage, shorter range, lesser area of effect). And I think it's sneaked through the cracks through EDC and ED3 without much to differentiate it still. Mea culpa!

I would probably make Flame Darts able to be targeted against specific foes in the area of effect, as opposed to the Fireball's more arbitrary "gonna get 'em all, friend or foe" effect (Fireball is supposed to affect everyone in the area of effect). This isn't how it's worded in ED1/EDC or ED3, but it's in keeping with the "darts" effect. Now, whether this is worth a two-Circle difference... I don't think it is. Certainly making it a Sixth Circle spell with 2 threads or a Seventh Circle spell with 1 thread could be considered. I favor making it a Sixth Circle spell -- it helps improve the number of spells available to Elementalists at Sixth Circle and with 2 threads doesn't eclipse the Fireball for use (more effort required to target specific opponents).

Hope this helps!

Take kaer, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message
- Website

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Re: Spell Balance

by **arma** » Tue Feb 14, 2012 1:43 am

> *Meat Puzzle wrote:*What do the flames wash over your friends like a warm summer breeze doing no harm?

Yep.
The Elementalists has a lot of these area effects, and the intention is to allow him to single out his buddies so he can actually throw a fireball at a target his Warrior body is in melee with. Because he's getting pretty few "rank targets" or "one target, rank rounds" effects the other Disciplines get.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Spell Balance

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Re: Spell Balance

by **kosmit** » Tue Feb 14, 2012 4:59 am

Just like Dragonbreath which can hit specific targets or even objects in AoE.
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: Spell Balance

by **Telarus_KSC** » Tue Feb 14, 2012 11:17 am

If I were to see an Errata on this, I like the idea of Fireball effecting all characters in the AoE, with Flame Darts being selectively target-able in the 1hex radius circle. That's an elegant fix, and fits with the 'tropes' that Fireball has in other systems.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Re: Spell Balance

by **kevsurp** » Fri Feb 17, 2012 8:11 pm

for fireball i have 2 options you could use

1. he effect rank target but you start with lowish to highish spell defense

2. do it like death rain and make him say the character names out load not to effect them and if he misspeaks one then a oops happens.
i had one game where the elementist cast death rain and almost toasted a party member because he could say his name

right the character had a hard to pronounce name

kevsurp

Posts: 14
Joined: Sat Dec 17, 2011 4:11 pm

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Spell Durations and juggling Spell Matrixs

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Spell Durations and juggling Spell Matrixs

by **meerkat** » Tue Mar 20, 2012 2:43 am

I think most players that have played casters would agree the bane of your existance is juggling Spell Matrixs. (well at least till you get to high level which few campaigns do)

I am keen to hear the Devs opinions on how this was envisioned to work to maintain game balance.

My own biased opinion (as a caster) runs like this..

Spell has a duration in Days...Put it in a Matrix/cast it/reattune matrix with a 10 minute downtime with another spell and enjoy for multiple days..
Spell has a duration in Hours...Put it in a Matrix/cast it/reattune matrix with a 10 minute downtime with another spell and enjoy for a few hours..
Spell has a duration in Minutes...Put it in a Matrix/cast it/do not reattune matrix so it will always consume a matrix slot and keep casting it every few minutes you are in a dungeon/on watch/expecting trouble etc..
Spell has a duration in Rnds...Put it in a Matrix/cast it when you are already in a fight and it will always consume a matrix slot

There is of course the opportunity to reattune on the fly which is what you might do to your minute duration spell matrixs in combat but I just wanted to hear what the intent was to make sure my interpretation wasn't perverting the intended game balancing function of Spell Matrixs..

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Spell Durations and juggling Spell Matrixs

by **galafrone** » Wed Mar 21, 2012 6:25 am

i am missing something here ? when you put a spell in a matrix that spell stays in forever unless you dont change it with another spell.
you dont have to reattune nothing AFTER A CAST of that spell from that matrix afaik

you reattune only if you want cast a different spell safely (that is, using a matrix)
i am wrong ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Spell Durations and juggling Spell Matrixs

by **Mataxes** » Wed Mar 21, 2012 6:59 am

I think he's talking about how if you hav a spell that has a duration of hours, you probably don't need to keep it "at the ready" in your matrix -- you can cast the spell and then swap it out for another that has a shorter duration.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: Spell Durations and juggling Spell Matrixs

by **galafrone** » Wed Mar 21, 2012 8:11 am

ah, yeah. if you have a hour duration spell, you can cast it and then he stays until the end
it doesnt have nothing to do with the use/reuse of matrix
you can use the matrix that held it in for another spell without troubles
i cant really see the point of the post tbh
but probably it's my bad english comprehension

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Spell Durations and juggling Spell Matrixs

by **ukhata** » Wed Mar 21, 2012 8:47 am

he simply wishes to know why this system was implemented.
the philosophy as to why the dev's thought matrices were needed.
at least thats what i got from it

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Re: Spell Durations and juggling Spell Matrixs

by **meerkat** » Thu Mar 22, 2012 2:37 am

Actually I think Matrixs are about game balence so low level casters can't cast every spell they know which would make them too powerful/versatile. The way it stands you can cast a couple of your spells that you have prepared but nothing else unless you reattune on the fly.

eg if your caster has 3 matrixs he may have one attack, one defence and one miscellaeous spell stored in them. Say the attack is mystic damage and you run into a critter that has high mystic armour you are in trouble until you reattune on the fly to an attack spell that does physical damage. Without matrixs to limit the spells you can cast you'd just change spells without missing a beat. Or you'd have just the right utility spell everytime!

My question was if swopping out day or hour duration spells after casting them and putting in other spells was their original vision or was this exploiting an unintended feature of the system?

Eg. My 4th Circle Nethermancer has Spirit Servant, he casts it and then put another spell in the matrix for the multiple days the Spirit Servant lasts

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia
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Re: Spell Durations and juggling Spell Matrixs

by **arma** » Fri Mar 23, 2012 11:53 am

Well, we're not the original creators, so we can't talk a lot about original intent...
...but yes, you're totally supposed to just cast long-Duration spells and swap them out.

For the most part, they're not critical to what you're doing, and come as an added bonus that, in other games, would be covered by minor magic items. ED casters are a bit weaker in things like damage output compared to other games, but they're effectively replacing the need for the mentioned magic items or single-use items.
That's all for spells you can safely cast, mind you. Daily routine. Cavalrymen can ride all day, casters can do their thing, etc..
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Re: Spell Durations and juggling Spell Matrixs

by **Flagg** » Fri Mar 23, 2012 12:10 pm

> *meerkat wrote:*My question was if swopping out day or hour duration spells after casting them and putting in other spells was their original vision or was this exploiting an unintended feature of the system?

Given that the rules have been this way since the original publication in 1993, I'm pretty sure it was intentional.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Targets making effect Tests, whose WP do you use?

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Spells: Targets making effect Tests, whose WP do you use?

by **meerkat** » Fri Mar 23, 2012 5:27 am

In spells like Recovery it says "the target makes an Effect Test in place of one of his own Recovery Tests."

The effect test for the spell is "WIL + 15" but whose WIL do you use, the targets or the casters? Also what if the caster uses Willforce?

Makes a considerable difference as if the target is a fighter might be step 5+15 but if it is the casters WIL it could perhaps be 7+Willforce+15.

How do people normally play it...?

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Flagg** » Fri Mar 23, 2012 6:54 am

Caster's, unless otherwise specified.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Welt** » Wed Apr 04, 2012 1:24 pm

casts Recovery on thread

Can I get a second opinion here?
I was assuming that "target makes effect test" *was* the phrasing used to "otherwise specify".

(Mind you, this assumption/reading of mine sucks, buffing others instead of building trololocombatmage should not be disincentivised imo because teamwork is awesome. As such I for one would welcome an affirmative second opinion.)

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Telarus_KSC** » Wed Apr 04, 2012 2:06 pm

This goes back to the metaphysics of ED spells and magic. Once cast, a spell is a "living-equivalent astral presence" (with a very short lifespan unless Named, etc), sort-of seperate from the caster as a Pattern. The spell's statistics are "hardcoded" when it is successfully cast. Thus, the caster's Willforce (if used) gets hard-coded into the spell (that's what the Strain represents, investing the life energy), then the spell goes off and does what it does with the buffed Effect Test.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Welt** » Wed Apr 04, 2012 2:15 pm

Ok, thanks.

So basically, "target makes effect test" doesn't really carry mechanical weight, it is just me handing the buffee the dice so he can pretend that it's him that is responsible for the damage output of that Fireweave, Lightning Shield, Blade Fury, etc? Which is fine, not hogging the credit is the whole point of playing buffer instead of blaster style.

(Also thanks for the bonus confirmation of Willforce use once affecting the whole spell which I would have re-asked next by necroing some other thread. My reading again would have been "pay per effect test as you make them".)

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Telarus_KSC** » Wed Apr 04, 2012 3:27 pm

There was some back and forth on that on the old forums, but I believe that got clarified recenty (checks the new and handy dandy "Forum Q&A Vol. 1" by Tableau Infractus):

Spellcasting | When using Shield Mist willforce is only have to be used once: when casting the spell, right? (not every time when using it to deflect blows) (Q by Earcaraxe)

Willforce is used once during casting. See Effect p.141. The example uses Doom Missile. If he decides to use Doom Missile with Willforce, he takes
1 strain, then the spell's Effect Test is raised by the magician's Willforce Rank for its duration. --> Slayride [Link]

Dang, that Q&A pdf is handy.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Welt** » Wed Apr 04, 2012 3:35 pm

mutters about 4shared requiring registration
Don't want to register for dubious site just to grab a file, regardless how useful. >.<
At least it allowed a crappy preview of the file. Not sure if that was complete tho. But yeah, handy.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **meerkat** » Thu Apr 05, 2012 2:42 am

Same feelings about 4shared though thought this question of paying once was raised again in the new forums? (I thought I asked it to make sure it was recorded on an online resource since the old forum was gone)

Then again I imagine all sorts of things..

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Spells: Targets making effect Tests, whose WP do you use

by **Welt** » Thu Apr 05, 2012 5:12 am

Ooh, thinking more about it, I found a relevant mechanical difference between "I make effect test" and "target makes effect test (but with spell stats based on me, established when spell was cast)":
I (as spellcaster) can spend karma on effect tests (paid and rolled as i make them) mid-Journeyman. My warrior target can't.
Satisfied now that the wording isn't just cosmetic.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

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spontaneous spellcasting

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spontaneous spellcasting

by **galafrone** » Sun May 06, 2012 8:41 am

say you have 5 spells in your grimoire and you have 2 matrices
the attuning part of spontaneous spellcasting is just skipped if you want use the 3 that arent currently in your matrices right ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: spontaneous spellcasting

by **arma** » Sun May 06, 2012 9:04 am

You mean Raw Magic?
Yeah, there's no attuning.
Attuning is only when putting them in a Matrix or Grimoire-casting them.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: spontaneous spellcasting

by **galafrone** » Sun May 06, 2012 9:25 am

yeah sorry arma, i meant that (raw magic)
many thanks

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

Stacking Armour Buffs from DIfferent Sources

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Stacking Armour Buffs from DIfferent Sources

by **meerkat** » Mon Apr 16, 2012 2:59 am

Hi just checking if people think Air Armour and Mage Armour stack?

Mage armour says "spell enhances the toughness and resilience of armor" while air armour says "This spell creates a protective cushion of air. ..If successful, air rushes in under the target's clothing, pushing outward to create a cushion and providing padding as well as ventilation"

Mechanics seem very different and I think there is a rule of 3 or something that allows one thing to be buffed by multiple sources but wanted to check.

Also would Mage Armour work on things like blood pebble armour? Is on the armour table but its stones imbedded in your skin!

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Stacking Armour Buffs from DIfferent Sources

by **ukhata** » Mon Apr 16, 2012 4:23 am

as i have always understood it its basicly with the rules of 3 like this.
any physical armor (held shields, worn mail wether or not enchanted) stacks.
next to that 3 extra buffs apply. every source that is not armor is 1 buff .
so these spells would stack and 1 more source could be added, for instance an amulet that gives 2 natural armour.
this would give you the 3 max buffs.

on the other hand, if you are the GM and bufs are logical enough to stack for you, then by all means do so

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am

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Re: Stacking Armour Buffs from DIfferent Sources

by **galafrone** » Mon Apr 16, 2012 4:49 am

the rule of 3 was present for sure in the first edition.
I dont have read anything about it in the third edition
we will wait Arma as usual to clarify our troubles !

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: Stacking Armour Buffs from DIfferent Sources

by **EDChronicler** » Mon Apr 16, 2012 11:09 am

Its on Page 18 in the EDC version, however it is not to be found in the ED3 version, and I checked both GM and Players Core and Companions. And it is even missing from the Optional Rules Table on page 300 of the ED3 Players Guide.

I would suspect to keep the number of pages down and meet some kind of standards for Mongoose.

A simple format is : Base Value + Buff One + Buff Two + Buff Three (you count the three highest bonuses)

EDChronicler

Posts: 31
Joined: Sat Nov 26, 2011 10:40 pm
Location: Travar
- Private message

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Re: Stacking Armour Buffs from DIfferent Sources

by **arma** » Mon Apr 16, 2012 11:17 am

We dropped the Rule of Three from 3rd because it messed with abilities too much. Basically, stacking bonuses is what

you do to get by starting at Journeyman Level, and it was a part of Discipline design to allow such stacking bonuses. A couple of talents and a magic item meant all other ways of buffing you became moot, and many spells and talents that others would use on you became useless.
Note it only ever applied to determining steps AFAIK, so wouldn't cover this situation at all anyway.

While we're at that: By RAW, they stack.
Yeah, it's a hell of an armor rating, but it requires the resources of two Disciplines. And buffing their buddies in that way is what they're there for, and why they're less versatile on the offensive.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Stacking Armour Buffs from DIfferent Sources

by **meerkat** » Tue Apr 17, 2012 3:01 am

> *arma wrote:*Basically, stacking bonuses is what you do to get by starting at Journeyman Level, and it was a part of Discipline design to allow such stacking bonuses..

Hmm just wanted to check this, think I saw it somewhere but your comment made me wonder. If you have 2 disciplines (eg Wizard & Nethermancer) both give you +1 Spell defence at 2nd circle. They dont stack as part of the Discipline design do they? Only the highest bonus from any Discipline applies isn't it?

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia
- Private message

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Re: Stacking Armour Buffs from DIfferent Sources

by **galafrone** » Tue Apr 17, 2012 4:09 am

yes, they dont stack. you take only the highest.

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Steel thought

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Steel thought

by **Taarnish** » Thu May 03, 2012 12:32 pm

Dose a target need to be aware that a spell is being cast against them in order to use steel thought?

I ask because if an archer uses direction arrow, his target will not know he is being targeted by the ability. So could he use steel thought?
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Steel thought

by **arma** » Thu May 03, 2012 1:47 pm

Normally, no.
These tests at a distance may be an exception you may want to make for your game, but the rules technically allow using Steel thought.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Steel thought

by **Taarnish** » Fri May 04, 2012 1:37 am

Does this then mean that an archer can kill a target who has steel thought by repeatedly using direction arrow. As steel thought is automatically activated and it costs strain when used an archer could just use direction arrow repeatedly to reduce his targets hits through strain.

The reason I ask this questions because the example of steel thought says that the target "realises" he is in peril and so used steel thought. That would suggest that he is aware that he is being magically assaulted. The ability description also says tha the power works similar to avoid blow which can't be used if blind sided or surprised.

Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am

- Private message

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Re: Steel thought

by **arma** » Fri May 04, 2012 11:18 am

It doesn't automatically activate. If it doesn't say otherwise, you get to choose.
(Which means you actually know when someone is trying something on you...)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

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Surprise Strike

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Surprise Strike

by **Flagg** » Wed Mar 14, 2012 7:22 pm

The talent mentions that there are other spells, knacks, etc that might let you use Surprise Strike more than once per encounter. Any idea what they are?

I vaguely recall a 1E knack (Double Surprise, maybe?), but if it did exist it hasn't survived.

Thanks in advance.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Surprise Strike

by **arma** » Thu Mar 15, 2012 9:58 am

Conceal Object and Gain Surprise mostly. Memory Blank, maybe.
The rest would be situational, as in: run away, sneak back up.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Surprise Strike

by **The_Gun_Nut** » Thu Mar 15, 2012 11:13 am

Mind Wave might do it, too.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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swordmaster "flourish"

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swordmaster "flourish"

by **galafrone** » Fri Feb 24, 2012 3:45 pm

It's meant to be for 1 target only ?
or it can be used against ALL targets that are opposing the SM ?
also, it means if read well, that a success actually stops the opponent target to attack at all the SM for that round (i am confused about the "Until the end of the round" wording.. it means that the target cant attack the SM from moment the SM uses flourish with success and the end of that round, but can resume his attacks in the following rounds, assuming the SM dont use flourish succesfully again ?)

i am correct ?

also, the "special powers" like flourish when are they happening ?
wich kind of actions are they ? standard ? simple ?
thanks

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: swordmaster "flourish"

by **arma** » Fri Feb 24, 2012 4:02 pm

It's a Simple Action (this also puts a limit subject to GM discretions on it).
And yes, no unarmed attacks any more for the round, in the way you describe.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: swordmaster "flourish"

by **The_Gun_Nut** » Fri Feb 24, 2012 6:36 pm

It reads as single target. However, since it is a simple action, that means that the Swordmaster could flourish against

each potential attacker (within reason, strain is a big limiter).
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: swordmaster "flourish"

by **Mataxes** » Fri Feb 24, 2012 9:16 pm

If you're looking to set a limit using some kind of precedent, you could limit it to rank uses per round.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm
- Private message

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Re: swordmaster "flourish"

by **galafrone** » Sat Feb 25, 2012 3:48 am

i was just trying to understand the wording, i dont want limit it (even if the simple action optional limit rule can be useful).
anyway, mataxes, you mean "circle" uses per round right ?
it hasnt any rank being a special talent.
so in your way say a SM 8th circle could use it 8 times / round ?
i think the "simple" action limit should be enough anyway
thanks all

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: swordmaster "flourish"

by **arma** » Sat Feb 25, 2012 4:38 am

Yeah, you'd use Action Cap (DEX Step) or common sense if you wanted to limit it.
But it's fairly self-regulating, being an Attribute Test against Defense (and you really need the Karma on it, so that'S Karma and Strain), with only a limited number of people able to attack you unarmed anyway.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: swordmaster "flourish"

by **Telarus_KSC** » Sat Feb 25, 2012 5:36 am

Taunt + Disarm + Flourish!

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

- Private message

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Re: swordmaster "flourish"

by **Mataxes** » Sat Feb 25, 2012 8:28 am

I really need to get in the habit of checking my books.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: swordmaster "flourish"

by **The_Gun_Nut** » Sat Feb 25, 2012 11:02 am

Quick note regarding the action cap: I use the highest of the DEX step, PER step, or the adept's Circle to define the limit.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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Re: swordmaster "flourish"

by **galafrone** » Sat Feb 25, 2012 12:28 pm

it's the best choice the-gun, unless you want really keep the action in real check.
basing only on dex step (or Per step) is likely having casters at disadvantage (but they rely less on simple talents anyway) in case of dex and fighters in case you rely on per.
your system is probably the more balanced

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

swordmaster "flourish"

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Re: swordmaster "flourish"

by **The_Gun_Nut** » Sat Feb 25, 2012 6:42 pm

Casters can get some of the supplemental abilities that use simple actions that help spellcasting, as well. It requires either human Versatility or multi-Disciplines, but those talents can be very useful. For example: Spot Armor Flaw reduces the result level required to get an armor-defeating hit but does not specify whether it is physical or mystic armor, only armor in general. Very useful.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Targeting using astral sense.

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Targeting using astral sense.

by **thezombiekat** » Wed Mar 07, 2012 7:15 pm

Targeting using astral sense.

During my last session my nethermancer clamed that he could use his active astral sense spell to “see” a chimera (enough to target it with another spell) when it was far enough into a blizzard that it would be imposable to target using normal sight. I would agree that astral sight would see strait threw the snow so astral sense would detect the chimera, the only question is wether it provides sufficient location information for targeting.

In the session it did not matter because the chimera was dead in the middle of the cave, not having lived long enough to even try to run.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: Targeting using astral sense.

by **Mataxes** » Wed Mar 07, 2012 7:39 pm

Yes, it is possible to use astral sensing to get around some visibility limits. Assuming that the only thing preventing the creature from being seen was the blizzard (there aren't other intervening objects or the like), and the creature is within range of the particular astral sensing method, it can be done.
Josh Harrison -- The Lore Merchant
Troubadour and Magic Theorist
RedBrick Associate Developer (Earthdawn)

Mataxes

Posts: 63
Joined: Tue Nov 22, 2011 9:51 pm

- Private message

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Re: Targeting using astral sense.

by **meerkat** » Thu Mar 08, 2012 3:49 am

Though in this case it wouldnt have worked would it as the chimera wasn't a living object it would have been translucent in astral space?

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Targeting using astral sense.

by **thezombiekat** » Thu Mar 08, 2012 5:56 am

> *meerkat wrote:*Though in this case it wouldnt have worked would it as the chimera wasn't a living object it would have been translucent in astral space?

The chimera would be a living object, atleast at the begining of the fight, and if flying away rather than killed in its cave it would then also have been alive

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

taunt effects and duration

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taunt effects and duration

by **galafrone** » Sun Jan 01, 2012 2:00 pm

a couple of questions about Taunt.

when the taunts get counted for the duration ?
for a number of ACTIVE rounds of the target ? (i usually do this)
example:
- round 1, A is first, does its actions. Then B taunts A for an average (-1) penalty to A actions, for a 3 round period (B taunt rank is 3)

does the taunt starts to effect A in the same round, even if he has already acted, so basically wasting 1 round of taunt (A is taunted in the rounds 1, 2 and 3), or starts from the first time A can act, that is in the Round 2 (so A is affected in the round 2, 3 and 4) ?

second: how is the duration affected by repetitive taunts at different values ?

- round 1, A taunts B for an average effect. (-1 is enforced on all actions of B until the expiration of the taunt) A ranks is 3, so B is taunted in rounds 1, 2 and 3.
in round 3, A taunts again, for a good effect. (-2 is enforced on all actions of B until the expiration of taunt) So, the taunt is renewed for 3 rounds at - 2 (rounds 3, 4 and 5)
in round 5 A taunts again for an average effect (lower than the previous Good).
what happens ?
the better results stays up, for another 3 rounds ?
the - 2 is up just for the round 5, then the -1 of the lower result goes off ?
the -2 is replaced by the -1 starting from the same round (5) and stays up for 3 rounds ? (5, 6 and 7) ?

this is particularly pesky for swordmaster duels.
thanks for the clarifications

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Re: taunt effects and duration

by **arma** » Mon Jan 02, 2012 4:38 am

If it doesn't say otherwise*, the first round counts in full. That is, the round you use something like Taunt, you already count in. It isn't wasted really, since you can use Taunt before an attack, and the Taunt would penalizes any Avoid Blow or similar Test that tries to dodge that attack.

For multiple effects, the rule technically is that only the "greater of the two effects" counts. What the greater effect is depends on interpretation, since the main thing for you can be penalty size, Duration, etc. etc..
Now, in case of the second Taunt, this isn't a problem, because you can immediately replace the first Taunt with it, the second Taunt is clearly the greater effect.
For the third Taunt, you have a lower penalty, but greater Duration now. So you'd let the second Taunt run its course, and when it's out, the third Taunt would kick in. But you'd count the duration off of that as well. Meaning that for the third Taunt, you'd have a lower Duration.
(see Using Talents, p. 57, second paragraph)

* some abilities say "until the target's next turn" or something.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: taunt effects and duration

by **galafrone** » Mon Jan 02, 2012 8:37 am

all clear except the round 3 situation of the second example.
so will be the -2 (good result of round 3 taunting) going for round 3, 4 but in round 5, since the taunt is again -1 it becomes -1 for the rounds 5, 6 and 7 ?
the phrase i dont understand is the
"But you'd count the duration off of that as well. Meaning that for the third Taunt, you'd have a lower Duration."
what happens here ? sorry for not understanding
(and thanks as usual)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: taunt effects and duration

by **arma** » Mon Jan 02, 2012 9:24 am

It means both effects are active, but you only apply the effects of one. But you still keep track of time. You have an Overlap in Durations.
So, at the end of a round on which you have two Taunts on one target, you check off both their Durations, despite only applying one of the penalties.

Your Round 1:
Before Taunt: nothing
After Taunt: target suffers -1 for 3 rounds
End of round*: reduce Duration to 2 rounds
*or "between rounds" if you will

Round 2:
All Round: target suffers -1 for 2 rounds
End of Round: reduce Duration to 1 round

Your Round 3:
Before Taunt: target suffers -1 for 1 round
After Taunt: target suffers -2 for 3 rounds and -1 for 1 round, but you only apply the -2
End of round: reduce Duration of the -2 to 2 rounds and end the -1 effect

Your Round 4:
All Round: target suffers -2 for 2 rounds
End of round: reduce Duration to 1 round

Your Round 5:
Before Taunt: target suffers -2 for 1 round
After Taunt: target suffers -2 for 1 round and -1 for 3 rounds, but you apply only the -2
End of round: end the -2 effect, reduce Duration of -1 effect to 2 rounds

Your Round 6:
All round: target suffers -1 for 2 rounds
etc.

So it's your second option: "-2 runs its course, then the -1 comes in".
But it is important to note that the -1 doesn't wait its turn to start. It immediately starts, is there simultaneously, but doesn't do anything as long as the -2 is there. Because it started, you count the round towards its Duration, though.
This Duration thing applies to all similar cases. There are a couple of situations where this might be important, for example:
- One Taunt is somehow dispelled. But now the one you didn't count is still active.
- The two Taunts originate from 2 different persons. One falls unconscious, which ends his Taunt, so the other one still applies
- The two Taunts from two persons have different Durations, e.g. a Rank 15 taunt achieves an Average Result, and then a Rank 1 Taunt achieves an Excellent Result. You'll start with a -1, then get a -4 for just 1 round, and then the -1 kicks in again

Taunt is a bit complicated there because it has a variable effect, but the basics of this apply to all abilities:
1. if effects vary, apply the greater effect, but count all Durations
2. if the effect is always the same (usually for spells), reset the Duration, no need to keep track of both as both do the same
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: taunt effects and duration

by **galafrone** » Mon Jan 02, 2012 9:34 am

perfect.

i am sorry to pester you, but the taunt and minimum damage situation are been raised by a "swordmasters tournament", where the taunt is basically the most important weapon at disposal of the contenders.
so who goes first and hit harder is usually the swordmaster that probably win the game.
not always so, expecially if the one that start first is he higher in circle, but between same-circle contenders is really what does the difference
(also, the resist taunt talent/skill becomes the most important "defensive" ability).

thanks anyway

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

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Temperature and Air

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Temperature and Air

by **TarlimanJoppos** » Wed Dec 21, 2011 2:10 pm

Using the Temperature Talent, two Elementalists could tag-team a container and lower the temperature enough to freeze the air. The discovery that air can be frozen would be massive enough, but when you look at the time component, the elementalists are going to see the various gases condensing out at different points in the process, leading to the discovery that air is composed of several different gases. Throw in some Maracian influence, with their idea of "science", and you've got the foundations for all sorts of trouble. Imagine a Thief armed with a liquid air squirter, able to freeze difficult locks and shatter them with a single sharp rap. Imagine the spells that come about - Blizzard Sphere is nasty enough, but a sphere of frozen air. Yipes. My players have already successfully frozen a small quantity of air, and have published their results. The genie is out of the bottle. Now what?

Opinions / commentary?

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm
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Re: Temperature and Air

by **Drucifer** » Wed Dec 21, 2011 3:37 pm

Very cool.
Tableau Infractus File Sharing Site
Tableau Infractus Facebook

Fans are the life blood of any game system... Go get some new blood.

Drucifer

Posts: 54
Joined: Fri Dec 02, 2011 7:04 pm
- Private message

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Re: Temperature and Air

by **Lord of Badlands** » Thu Dec 22, 2011 3:56 am

cool indeed.

Lord of Badlands

Posts: 14
Joined: Wed Nov 23, 2011 5:53 am

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Re: Temperature and Air

by **ManDrake** » Thu Dec 22, 2011 7:07 am

I'm not sure that the Temperature Talent builds like that. But pretending that it does for the moment, what would this gain an Elementalist? They already have the power of cold in several different flavors. It sort of like saying, I can use this slow and primitive method to reproduce an affect that I can already do with a spell. An Elementalist can already use his Ice Spear on a lock if he wants to destroy it. Or Rust, or one of their many other spells. Containing at -78 C liquid CO2, which is probably the best mid level Elementalists could accomplish assuming they work together isn't a simple task. You'd have to make a magical container to hold the liquid to keep it viable. And if you are going to all that trouble why not just make a magical item to produce the cold effect desired. There is already a flash freeze storage method, which I would suspect that you can steal Cold Storage with some tweaks and use it for the Elementalist based off this research. You could make a more powerful ice spell for them, probably a high circle spell that flash freezes someone. But that's just like the Petrify spell. So once again, the game mechanic would all that would be changing not really the affect. The now what would be, that the Elementalists will specialize in Cold Effects most likely for some period of time.

ManDrake

Posts: 19
Joined: Mon Dec 12, 2011 1:14 pm

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Re: Temperature and Air

by **ragbasti** » Thu Dec 22, 2011 9:02 am

First of all

> *ManDrake wrote:*-78 C liquid CO2

would be a solid
(Sorry but being a Chemist that just hurts ^^)

now btt:

I think the main idea here were not the new spells that could be invented, this is only a side effect but rather the scientific part of the whole thing and the discoveries that could be made from there. However, if you read the description and do the math, the discoveries would be not that great.

The description says +-10xRank Fahrenheit, and even if you assumed that the effect was cumulative you could only get to about -300°F with two elementalists having rank 15 each. That is roughly -180°C, not enough for Nitrogen which is the main part of our normal air.

If you put tha aside, you could of course develop something else from that, crystalline true air for example. Finding a method to produce that you could reduce the amount of space true air would take and even invent new technology based on that.
True air bombs that rapidly melt when hitting their target resulting in an even bigger explosion than fire cannons and such.

I definitely like the idea of trying to do science with the magic of ED but I'd try to develop your own ideas rather than taking already established science and forcing it on the system ^^

I've been secretly planning to let some dwarf in Throal invent the steam engine at some point during my campaign and just see how things go from there. Depending on how the idea is picked up by my players, i'll let them either protect the inventor from an assasination planned by Thera or let them assasinate him in order to protect the province.

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am

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Re: Temperature and Air

by **The_Gun_Nut** » Thu Dec 22, 2011 12:32 pm

I'd have the dwarf invent a Hero engine (not that kind of hero). You know the one that's a brass ball with two angled spouts on either end? Some kind of curiosity like that.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: Temperature and Air

by **ragbasti** » Thu Dec 22, 2011 12:39 pm

you mean the aeolopil or what it's called ?

I was thinking about that but that thing is like the prototype of a jet engine which could lead to rediculously fast air ships xD
So i'm rather going with the steam engine ^^

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
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Re: Temperature and Air

by **The_Gun_Nut** » Thu Dec 22, 2011 8:52 pm

Early steam power can't produce the kind of forces you are talking about. It would be far, far easier to whip up an air elemental and have it push the airship.

A player of mine thought about altering a t'skrang riverboat fire engine to produce some sort of rocket propelled version, but we deemed the fire engine to big and cumbersome to be of any real benefit for that.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
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Re: Temperature and Air

by **Telarus_KSC** » Fri Dec 23, 2011 12:27 am

In my opinion, the Fire Engines are steam-powered (Upandal's gift to the river-locked T'skrang, the very river + Fire becomes their source of locomotion).

I had a guess that this is what Varulus III and the Prophet Shivalahala Syrtis fought about "in strictest confidence" (but

there were other possibilities in the fiction, like the Everliving Flower, I think... might be remembering that wrong tho).

In my evolving steampunk campaign, that _was_ what they were fighting about (the dwarf Forges kept getting close to steam engines, but the Questors of Upandal kept failing to produce workable prototypes, and through supplication eventually learned that it was a Secret that He gave to the T'skrang Houses, and the dwarfs would need their blessing first...enter the tense negotiations). The Prophetess at the time didn't want to give up such a well kept Secret and loose control of what made the trade-networks run smoothly.

Then it gets complicated with the K'tenshin defection to Thera (and some Theran Havenheards making deals with Artificer for engineering knowledge), and Triumph landing @ Lake Ban.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: Temperature and Air

by **TarlimanJoppos** » Mon Jan 02, 2012 6:54 pm

I've been fooling with other kinds of elemental engines. Air Engines are easy enough. The problem comes when you have an engine that's too powerful for the superstructure of the airship. In my campaign, a whole new class of airship had to be engineered to use the air engines - enter the skymoram. Based off the t'skrang shimoram, they use an angled bracing on the outriggers that goes directly to the keel, to distribute the thrust into the spine of the ship and keep the engine pods from ripping loose. There's only a few of them in existence a year of game time later, partially because they're so insanely expensive to build that only large / wealthy governments can afford them. The players also had a new class of cargo vessel designed, which ran them a couple hundred thousand silver in shipwright and drydock and construction costs, never mind the air engine pods. However, this ship can travel non-stop, without needing to tack or otherwise change course, because it's not dependent on the wind. The players put it onto the newly opened trade with the Maiar (the Mayans, in what is now Belize). They figure it's going to take about a year and four or five trips across the Ocean of Storms before the ship starts turning a profit. But then these are players whose characters think long term and make serious investments.

The water engine was developed by House K'tenshin, which has built a submarine with it, taking advantage of the fact that t'skrang can stay submerged for long periods of time, and so they don't need a watertight hull, just air bubbles for the occasional breath. K'tenshin is using it to try and start a war between V'strimon and Syrtis, attacking the two Houses' riverboats and making it look like the other House did it.

Don't ask me about the Earth engine. I can't talk about that without permission from James.

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm
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Temperature and Air

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Re: Temperature and Air

by **TarlimanJoppos** » Mon Jan 02, 2012 8:00 pm

Okay, so I found this great site (http://environmentalchemistry.com/yogi/periodic/meltingpoint.html) that has the periodic table sorted by melting point. Given the constraint of 10 degrees x talent rank, and allowing Elementalists to "stack" this Talent, you'd need three Elementalists with a rank of 15 in this Talent to get liquid nitrogen or oxygen. I can't see going much past that with the materials available in the Earthdawn world. Ceramics will do for a containment vessel to a point, but at the temperature of LOX, you're going to have problems with containment failure due to brittleness induced by extreme cold. The kind of ceramics and other materials that can handle LOX and colder liquids are most likely out of reach of Earthdawn's technology. So with a Mages' Collegium in the city of Fortetsa Hebo, originally set up as part of the war effort and now doing various sorts of research in peacetime, we can probably scrape up enough Elementalists to get LOX. The equipment and the time / energy of powerful Elementalists is going to preclude mass production, but we can certainly get enough to experiment with. From there, hilarity ensues.

Now I have to go back and think about whether anyone's done the equivalent of Joseph Priestley's work, or that of several of his predecessors, as Priestley gets the credit for oxygen's discovery, but he was building on the results of a number of other scientists. And then there's other non-elemental gases to think about, like acetylene, which is easily extracted from coal tar, which you have in great abundance once you discover the trick of cooking down coal into coke. And Marac has prided themselves on being a hotbed of this new thing they call "science". Ha! We'll show them!

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm

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Re: Temperature and Air

by **TarlimanJoppos** » Mon Jan 02, 2012 8:25 pm

Okay, after this I need to stop posting here and let people catch up, but I got excited. The Promised Land has the Bessemer Process for steel production, which requires a good deal of dolomitic earth for lining the crucibles. In the process of mining dolomite, you're likely to find (as co-occurring mineral deposits) marcasite, pyrite, opal, quartz, chalcedony, and cinnabar. The semi-precious stones are nice to have for trade, but the cinnabar is vital to a lot of metalworking. Roast it in a rotary furnace to release the sulfur, attach a condensing column, and you have mercury, which you need for gilding and silvering, making amalgams, and doing all sorts of other things. Now, you're going to need to clean the condensing column every so often, which gives you aqueous mercury. Dump in a bit of a strong alkali and you get mercuric oxide as a precipitate. The smiths of course would want to recover this mercury, and so putting the mercuric oxide under a strong lens in bright sunlight would result in a pool of mercury and a plume of oxygen - which is the method by which Priestley isolated what he called "dephlogistinated air". (We'll leave out Scheele and Lavoisier for purposes of clarity, although they deserve a lot of credit.) So the smiths would at some point realize that the plume of released gas will make fires burn hotter, and would dispose of it by running it into their forges. Waste not, want not. Coordinate a bit between the Mages' Collegium and the Great Forge in Fortetsa Hebo, and they're going to realize that they're working with the same stuff, just in different forms - one as a cold liquid and the other as a gas

released in the process of recovering mercury from the cleaning solution.

I really need to stop thinking about this now and get this all written into my campaign... before I have any more clever ideas...

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm
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Re: Temperature and Air

by **The_Gun_Nut** » Mon Jan 02, 2012 10:09 pm

I'm going to go out on a limb and guess that you don't know that this technology (for example, rotary furnaces and what not) wasn't exactly available back in the day. They didn't have the knowledge of folding metals, and many weapons would have been made of bronze, with the very nice/expensive ones being iron.

Now, this isn't really touched upon in the ED fluff or rules, primarily because it is unimportant to playing the game. I do, however, urge you to NOT put any of this into the game, as it makes very little sense, technologically speaking.

For example, the great hallmark of the great Roman Empire was not their weaponry. It was their *indoor plumbing*. Not kidding. This was extraordinarily advanced for the time period, and one of the hallmarks of their great civilization. As was concrete. And roads. And architecture. The list goes on, and very little of it has to do with advanced molecular chemistry and metallurgy.

As a final note, Mr. Priestly was an 18th century chemist, and NOT a classical Greek philosopher. I mention this to point out the difference in time periods and the level of technology both present AND needed to conduct his experiments. The saying is that Hindsight is 20/20 is inaccurate. Meat Loaf said it better when he sang "Objects in the rear view mirror appear closer than they are."
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
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Re: Temperature and Air

by **Telarus_KSC** » Wed Jan 04, 2012 6:34 am

I'm going to politely disagree. I see where you're coming from, in that these additions may ruin the 'fun' of the play group Tarliman is GMing for, by stepping outside the traditional tropes of Earthdawn.

It seems to me that the setting is structured so that any attempt at higher techomagical research in the 4th Age will be largely magical in nature (and thus leave little to no archeological trace), but use engineering and technoogical principles we are familar with to do crazy things. For example, the Triangulate Spell, Fire Engines, the "astral submarines" that were supposedly designed by the therans @ Parlainth, the horrific Djinn-powered gizmo sweatshops, the ex-Theran Wizard studying the quantum properties of Light(photons) and Mana, etc.

I see this hinting at a system-mechanical "dial", if you will. There are a couple of other ones I see too. As an impromptu list, I'd say we can name 5 right off the bat:

- High-Magic (faerie related races + humans, high Mana level, distinct magic metaphysics)
- Post-Apocalyptic (rebuilding from the remnants of the past, knowledge is power, Mel-Gibson-as-Road-Warrior, etc)
- Lovecraftian-Horror (he comes..... zalgo zalgo zalgo ZALGO ZALGO.. HE.. .. COMES!!!)
- Techno-Magic Alternative History (Extreme feats accomplished via magic, Airships, Parlainth, Cities in Bottles, etc)
- Aftermath aka International Relations (Slavery VS Freemen, via the Empire vs lonely province Conflict, Individual vs Community via the fractured Passions)

If we think of these as dials, with numerical values, we can turn up or down the various elements when we design a sceneario... but I'm pretty sure if you involve at least 3 the above it will still feel like Earthdawn.

And, if you decide to crank one dial to 11, you have the others to balance it out. Notice how the Dragon politics in the setting crank the High-Magic and Aftermath dials pretty high.. or say the Horror/Dragon Vestrial... that's the High Magic and Lovecraftian Horror dials (the zalgo thing was a joke.. K?) cranked up pretty high.

I think Tarliman wants to take the Techno-magic Alt-History dial up to 11! That's cool. Personally, I can see an alternate Earthdawn setting fork that is a Mecha filled techno-fantasy in the style of Howls Moving Castle, WarMachine, etc. I think it can take a delicate touch to insert near Star-Wars levels of tech into a fantasy setting without disrupting the world's Narrative Cohesion, but "Any sufficiently advance technology is indistinguishable from magic," (-Arthur C Clarke) so I see it as workable.

For example.. I find gun powder in my setting an intriguing idea. I don't just go sprinkling the knowledge here and there, tho, and assume that everyone has access to flint lock rifles all of a sudden.

I work it into the history of the current setting. "Six months ago, in Urupa...." a small remnant of the fractured Illuminator's Guild (an alchemy & spellcaster-adept faction with ties to the monks of Xan) sets up shop in Urupa. A few months later they approach the city government with the proposition of fireworks displays over the harbor for the next moon festival, in exchange for a partnership and 'safe position' to bargain the mining developments of "Dragon Powder" when they approach the dwarves. Suddenly, the number of street urchin making a living collecting seagull dropping explodes, and strange ships begin to appear along the wharfs of Urupa bearing pungent cargo.

When my player are going to get near Urupa, an Iopan Agent is going to burn down the Illuminator's compound in an attempt to steal the cache of secret scrolls (the spy has been reporting on the dragon Powder for a few weeks and someone in Iopos is getting ideas). Cue chasing a spy through a burning (exploding?) few city blocks. From the ashes of the event (ha), it all depends on who survives, and who has what knowledge. And if any interested 3rd parties (Blood elves? Dragons agents?) get involved.

Guns _might_ develop, if the right parties lined up the right pieces (this Dragon Powder is more stable than raw True Fire and Air, so we can design from the larger fire-cannons to smaller models...kinda thing..), but that's an "IF" as I

don't intend to railroad the development of guns into the campaign, only introduce it if it's an interesting BANG! to add to the story, if you will.
Last edited by Telarus_KSC on Wed Jan 04, 2012 11:42 pm, edited 1 time in total.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: Temperature and Air

by **The_Gun_Nut** » Wed Jan 04, 2012 11:54 am

Magical tomfoolery, I have no issue with. Adepts of all stripes experiment with the what and the whys of "magitech" all the time. It's the reason the Theran empire is so potent. I have no issue with this.

The issue I have is, as I said, the "20/20" hindsight people seem to insist should happen in any old world/historical style of game. Just because we know how to make steam engines or rockets or firearms in the modern age shouldn't translate into technological superiority in a fantasy or old world game. A Hero of Alexandria steam engine? Sure, no problem. A steam locomotive or zepplin? This isn't a steampunk, cyberpunk, Renaissance, or industrial revolution period game setting, it is a high fantasy setting. The airships and t'skrang riverboats are perfect examples of the technology available to the people, AND the direction the thinkers and inventors of the setting would move in.

I also have an issue with gunpowder in the setting. Aside from it being invented in Cathay as an alchemical experiment to produce an immortality potion (dead serious, that's real world stuff there), and given how much magic has permeated the public consciousness in the setting, it is unlikely that it would be used as the weapon of war that we know it today. Especially on any time scale less than a century following its discovery (which is extraordinarily rapid for both the setting *and* the real world of antiquity).

I've had this discussion with folks on the Iron Kingdoms forums before. If someone is dead set on using technology *completely inappropriate* to the setting, then no one will stop you. The game will not, however, be Earthdawn, but something homebrewed using the Step system from Earthdawn. Which is just fine for your game and your group, but it isn't something I want to play.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
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Re: Temperature and Air

by **Telarus_KSC** » Thu Jan 05, 2012 2:28 am

(I used to run Mage the Ascension, so I can get a bit jargony. "If you're not hot for metaphysics, best to just skip it" -the Principia Discorida)

I definitely agree that you'd be drifting it away from the standard Earthdawn model, it's definitely a "houserule"-style campaign. I'd still call it Earthdawn ("in house" so to speak).

I'd also play much more fast-and-loose with these concepts in a home campaign than if I were designing something to be submitted and published by RedBrick. You'd have to stick much closer to the level of the examples in the book when expanding the magitech components for a product that effects the whole Game Line. If I saw Dragon-Powder in an official book, I'd want to see it as an optional rule with some good advice on how to, as you say, weave it back into the history of the world a few hudnred years so it doesn't feel dropped in, and advice on where to be careful in applying it.

So cranking the magitech dail up to 11 seems worth exploring in a non-formal game...

I don't mean to hijack this into a fire-arms discussion, but as an example I wanted to mention that I see things that can be used to bring back the Fantasy Swords & Sorcery shtick to applications of modern tech, like: sympathetic magic (dragon powder being a drug equivalent to fire elementals), modern kevlar equivalents made from magic silks, keeping effects like "smokeless powder" and "barrel rifling" the sole realm of Legendary Named Treasure (required Thread Weaving to use), and the fact that Death is "sleeping" & accompanying healing magic (a gunshot in ED is much much less threatening that even in the pre-modern era).

If we can apply that to Tarliman's ideas on Temperature and the Element of Air, what can we get? Let's keep in mind that we are working from the magic metaphysics outlined int he books.

Well, if the Elemtalists learn that Air is a Fluid comprised of multiple gasses.. this shakes up some of the foundations of the current Elementalist Paradigm. What does this mean for Kernels of "True" Air. What does this mean for other "True" Elemental Kernels. It might strengthen other theories of magic: "Sympathetic magic in Air-ships might work from the fact that both Air and Water share the Fluid descriptor, which comes with the Pressure, etc, etc properties. High levels of Mana allow one Fluid to behave 'as-if' it where another while in the presence of an Enchantment designed to that effect."

This might lead dwarf Weaponsmiths to try to fireproof some True Wood, and then soak some liquified steel into it like wax into a candle wick (you'd need the knowledge of capillary action...)... or other neat things.

At the moment, the Elementalist Paradigm in ED seems based in the Alchemical/Mystic Elements-as-Base-Units-of-Reality (Things are comprised of a mix of the True Elements)... with True Elemental Kernals serving as mana batteries and concentrated power that "resonates" with certain abstract ideals.... but if they discover that Air is comprised of a chaotic mix of stuff, it would be a similar revelation to the discovery of the Quantum Mechanics scale in particle physics... in that what was once thought to be the "basic building blocks of reality" (atoms) turned out to actually be "A useful map for investigating one aspect or scale of reality".

I think the True Elements are the perspective from which Mana is worth investigating ("Reality behaves differently when Mana is involved," being one of the primary postulates), so the 5-True-Elements models shouldn't go away, imo. But if you wanted to play a magic-theory/metaphysics heavy game, it's worth considering how ED's "Legends from our world's mythic forgotten past" will play out when we humans bring what we've learned about our world back to the fantasy narrative.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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Re: Temperature and Air

by **ragbasti** » Tue Jan 10, 2012 5:56 am

I've had a little thought:

If you really want to force advances in technology, you can always come up with a plot involving artificier.
As mentioned before I am currently about to introduce the early steam engine into my campaign and I've been trying to find ways to make it fit into the ED setting.
Basically my Idea now is, that the person who devised that engine is marked by artificier, who is trying to get his physical form back into this plane.
As the magic level is too low, artificier is using individuals that have been marked through his traps to do the job for him, feeding them with technological inspiration slowly leading to new advances.
The culmination of the whole plot will take years but at the end of that period, I plan to have arificier worshipped by little machine cults, granting him more and more power.
If I will use him to wreak havoc onto the world, I'm not sure yet. He might even become an "anti-passion", ruining the plans of Upandal and therefore settling with feeding off the rage of a passion. It is not all very well developed yet as most of the stuff is merely scribbles but maybe it gives some inspiration.

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am

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Re: Temperature and Air

by **The_Gun_Nut** » Tue Jan 10, 2012 12:51 pm

OK, I can see that working.

Pure technological innovation sans magical interference that took millenia happening in 6 months or so? Not so much. There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: Temperature and Air

by **TarlimanJoppos** » Thu Jan 19, 2012 8:08 am

> *Telarus_KSC wrote:*(I used to run Mage the Ascension, so I can get a bit jargony. "If you're not hot for metaphysics, best to just skip it" -the Principia Discorida)
>
> Well, if the Elemtalists learn that Air is a Fluid comprised of multiple gasses.. this shakes up some of the foundations of the current Elementalist Paradigm. What does this mean for Kernels of "True" Air. What does this mean for other "True" Elemental Kernels. It might strengthen other theories of magic: "Sympathetic magic in Air-ships might work from the fact that both Air and Water share the Fluid descriptor, which comes with the Pressure, etc, etc properties. High levels of Mana allow one Fluid to behave 'as-if' it where another while in the presence of an Enchantment designed to that effect."
>
> At the moment, the Elementalist Paradigm in ED seems based in the Alchemical/Mystic Elements-as-Base-Units-of-Reality (Things are comprised of a mix of the True Elements)... with True Elemental Kernals serving as mana batteries and concentrated power that "resonates" with certain abstract ideals.... but if they discover that Air is comprised of a chaotic mix of stuff, it would be a similar revelation to the discovery of the Quantum Mechanics scale in particle physics... in that what was once thought to be the "basic building blocks of reality" (atoms) turned out to actually be "A useful map for investigating one aspect or scale of reality".
>
> I think the True Elements are the perspective from which Mana is worth investigating ("Reality behaves differently when Mana is involved," being one of the primary postulates), so the 5-True-Elements models shouldn't go away, imo. But if you wanted to play a magic-theory/metaphysics heavy game, it's worth considering how ED's "Legends from our world's mythic forgotten past" will play out when we humans bring what we've learned about our world back to the fantasy narrative.

That's exactly it. Our campaign is in fact very heavy on magic theory and metaphysics. The characters get into magic theory arguments with each other and with NPCs. This whole thread started out with a player character fooling around with the Temperature talent. One of the players has spent years of real time training up his character (a Wizard) in magical theory and craftsman skills, becoming a Questor of Upandal, learning how to forge metal and work in glass and crystal. He's spent a large fortune on tools and a workshop and raw materials, and is currently leading a multi-Discipline project to build a system for monitoring the Gaiasphere, using Illusionism for the display system, and combinations of Wizardry, Elementalism, and Nethermancy for detecting significant mana events on a global scale. The character is eventually going to have to multi-Discipline, and has been studying basic Elementalism for several game months now. So yes, this is all player driven, and appears to be the sort of campaign my players want.

Beyond that, though, if you're a fan of James Burke, and the more obscure bits of history, you'll know there have been a lot of points where technological developments in our own world could have been made far earlier than they were, or actually were made and then nobody saw a commercial or military application and the advance was discarded, only to be rediscovered (like the Latin manuscripts in the Moorish libraries at Toledo) centuries later when people could readily see what they could do with the concept. Yes, Priestley was an 18th century man, but his work with mercuric oxide could very easily have been done centuries before in the Middle Kingdom, where the Chinese were fascinated with the properties of cinnabar. I think what I'm working toward here is more alt-history than steampunk. It only takes one person at the right place and the right time, asking the right question, to tie together several bits of seemingly unrelated research and produce something new and amazing. In one case, in my campaign, people started asking about fire engines. Okay, they said, only the t'skrang can build working fire engines because of the Gift of Upandal. But what about the other elements? Could you build an air engine? What about water and earth, what can ou do with them a far as motive force goes?

Throw in a series of three wars (well, a police action and two wars), and a new city state with lots of ready capital and something to prove, and a mages' collegium put together for the war effort, and all sorts of new stuff starts popping up. This is a high magic world, and so people are going to be constantly looking for new ways to use what they already

know, and the logical next step. There's also a thriving capitalist culture, and so people are going to be looking for the next new product they can take to the market. The Clean spell plus the Spell Naming talent knack equals a new luxury item, the Cleaning Chest. Toss your dirty laundry in, close the lid, say the command word, and voila, you have clean, neatly folded laundry. Expensive as all-get-out and rare? Yes, but you know everybody's going to want one. Having one at your inn, maybe with a Mend spell also Named onto it, would allow you to charge more for your rooms and offer a pricey extra service.

If you go back and look at history really deeply, you find all sorts of fun stuff. We were on the verge of major discoveries so many times, and just needed a tiny push. Sure, the equipment was crude by today's standards, but a fractioning column for petroleum isn't really that hard to build if you're willing to settle for just a few distillates instead of all the ones we get today. The key is whether or not people asked the questions - what can I do with this? What does this do? How can I turn a few coin from this idea?

Oh, and my Earthdawn campaign has no gunpowder. Nice example, especially with it having been discovered accidentally during longevity research, so many things were discovered completely out of alignment with the purpose of the research, like mauve dye discovered during an attempt to synthesize quinine - but my universe has a cap on combustion rates. Part of the difference in physical laws that also makes magic the easy way to get things done. No explosives, sorry folks, you want to make tings go bang, try true elements or a spell.

Now to read the rest of this thread.

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm

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Re: Temperature and Air

by **TarlimanJoppos** » Mon Apr 09, 2012 2:31 pm

To tie together Tansiarda and this thread:

The dwarfs decide they really ought to have a look at the footings - after all, they've got some good engineers, and any engineer worth his salt is going to insist on an inspection of the towers before building atop them. To do this, the dwarfs have to send someone down into the river. Now, magic is the easy way to do this, casting Gills or Air Bubble or what have you on the divers, but why pass up a perfectly good opportunity to field test this helmet and hose thingie that the engineers at the mines have been working on, a way of keeping a dwarf alive as he goes into a tunnel full of poisonous gases to plug the leak. So our unfortunate guinea pig gets sent down into the freezing waters of the Serpent with a diving helmet, and a couple of his compatriots working the pump up on the shore. A bellows just won't do, you've got to have some serious leverage to keep the air pressure in the helmet greater than the water pressure outside, which means a piston pump to move air down the hose. Sadly, our guinea pig expires when one of the pipes attached to the piston cylinder splits a seam, and the pressure in the hose drops. However, this causes a rather startling discovery: When the pressure falls so quickly so fast, the pump cylinder gets cold enough that condensation forms, making the temperature drop readily visible. Further experimentation back in Throal (oh yes, there's probably a few words said at the riverbank for the guinea pig, whose body is no doubt far downstream by now) proves that if you pressurize air, then drop the pressure off abruptly, it gets cold. Repeat a few times, and it gets so cold you can pour it. Hey presto, the dwarfs of Throal have liquid air that doesn't require an Elementalist to produce it. And they can take the temperature down further, providing their equipment holds. Sadly, a few lab assistants and a researcher are lost when their equipment proves brittle at such low temperatures, as do they after being sprayed with the product of their labor, but progress marches on. Imagine how much easier it'll be in the mines when you can spray the rock face with liquid air, then just give it a few good whacks and the whole thing collapses.

Oh, and I'm going to have to do something with the steel-soaked wood idea... thanks for that one.

TarlimanJoppos

Posts: 21
Joined: Fri Dec 02, 2011 3:17 pm

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The Cost of Airships

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The Cost of Airships

by **Flagg** » Sun May 06, 2012 8:51 pm

Can anyone point me to something that discusses the cost of various airships? Does such a thing exist?

Thanks.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

- Private message

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Re: The Cost of Airships

by **Anunnaki** » Sun May 06, 2012 9:08 pm

Hi Flagg,

Airships and Riverboats chapter in the ED3 GM's Companion, p.57. The Customizing Ships section on p.68 has information on price, etc.

Kind regards, James
REDBRICK LLC -- West Chester, OH, USA
Web Home: redbrickllc.com | Online Shop: shop.redbrickllc.com | Discussion Forums: forums.redbrickllc.com

Anunnaki

Posts: 287
Joined: Tue Oct 25, 2011 7:27 pm
Location: West Chester, OH, USA

- Private message

- Website

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Re: The Cost of Airships

by **Flagg** » Sun May 06, 2012 9:29 pm

Muchos gracias. Thankfully, I have that one
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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True Element Gathering

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True Element Gathering

by **Meat Puzzle** » Sun Feb 05, 2012 11:38 pm

I have read the section in the player's companion about Elementalists gathering true elements via half-magic tests and I have a few questions about it.

1. Do Elementalists need any special tools like miners use or do they literally just "call" the elements to them magically?

2. Do Elementalists still need orichalcum containers to hold the kernels or can they magically store them some other way (what way would that be if they can)?

3. What happens to these elements if they are not stored in orichalcum containers and how long do you have (I see true water can be stored for 2 or 3 days but what about the others)?

4. Do you need to refine the true elements or is that just for orichalcum and are they any special tools or set ups needed for that process or can an elementalist do this out in the wild?

6. I noticed the cost per kernel for true elements and see that they are much cheeper than their elemental coin counterparts is this because the coins contain several kernels or is there another reason for this?

7. When you purchase kernels of an element is the listed price including a container for the kernels or is that extra?

Extremely specific questions I know but I don't want to leave any room for argument if and or when this comes up in my game.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

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Re: True Element Gathering

by **arma** » Mon Feb 06, 2012 3:52 am

1) No, tools are more for large scale operation. However: They're often found in volatile environments, and you'd have to take that into account. Basically, the difference is that you can gather small quantities without special equipment, but you will need it if you want to mine more than just a few kernels (there's a real difference here between gathering and mining, and only elementalists can really gather). For example: You can't stick your hand into death's sea to pull out a kernel of true fire, you'd need some sort of tool for that. But you can wander the shores of death's sea looking for a kernel that got expelled out of it.

2/3) Yes. If you don't put it into a container, they will react with whatever they are stored in (except for true wood).

True Fire actually burns. True Air actually flies. etc.. Most importantly, they react with each other (see the litany of elements that's in there somewhere), so you even need containers with separations, or separate containers, for some of them.

4) No, they're more or less pure. Large scale mining may need some refinement, but that is just a minor offset to the advantages it offers. For example, True Earth is dug up with other earth. You'd just need a guy with a shovel to dig it up, but may need someone skilled to separate the two.

5) ^^

6) The value of the coin isn't equal to the value of its materials. Much like a $100 bill is just a piece of paper.

7) No, that's extra, and more expensive than the elements (it's in the Player's Guide). They are re-usable, though. Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: True Element Gathering

by **Neverbourne** » Mon Feb 06, 2012 4:50 pm

Orichalcum boxes have a list price of 5000s. Does that mean you cant craft any common magic items that require true elements until you have at least 5k for the box, or 20k if you want to deal with multiple elements?

Neverbourne

Posts: 38
Joined: Sun Jan 15, 2012 12:36 am

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Re: True Element Gathering

by **Meat Puzzle** » Mon Feb 06, 2012 5:12 pm

The box in the book holds 20 kernels you could probably get a smaller one for cheaper if you don't need that many kernels

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

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Re: True Element Gathering

by **arma** » Mon Feb 06, 2012 6:22 pm

Yes, plus...

> *Neverbourne wrote:*Orichalcum boxes have a list price of 5000s. Does that mean you cant craft any common magic items that require true elements until you have at least 5k for the box, or 20k if you want to deal with multiple elements?

You don't use them the entire enchanting process, but simply weave them in at the start. Once woven into a normal item, they aren't volatile any more.
Elemental merchants could also provide space for the weaving right at their shops, or you could transport small quantities of True Elements from the shop to your enchanting space without a box (maybe not if it's true fire, but it should work for the other ones).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: True Element Gathering

by **thezombiekat** » Tue Feb 07, 2012 7:42 am

> *arma wrote:*6) The value of the coin isn't equal to the value of its materials. Much like a $100 bill is just a piece of paper.

Given that the nations of earth dawn all use precious mettle coins for currency I find it unlikely that anybody would accept an elemental coin as being worth so much if it didn’t actually contain material with that value.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

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Re: True Element Gathering

by **thezombiekat** » Tue Feb 07, 2012 8:21 am

> *arma wrote:*7) No, that's extra, and more expensive than the elements (it's in the Player's Guide). They are re-usable, though.

The other things that bothered me was the 5000sp cost for a container capable of holding 20 kernels of true elements. Even the most expensive of true elements cost 100sp per kernel so the container holds at best 2000sp in materials, if you're working with true water only 200sp. Meaning if you want to work with true elements having a container that will hold them is far more expensive than actually purchasing the elements you need. This is an even greater concern if the location you raft in is not within an hour's walk of a trader.

And let's not forget the overheads a true water merchant/miner faces spending more than 20 times the value of his maximum stock on containers to hold it,

In more game effect terms, was it conscious during design that this makes the gathering rules almost useless to the PCs (cheaper to by true elements and use them quickly than buy a container to take gathering) and necessary to keep your base of operations within a major trade centre just so you can have a supply of elements because you would have to pay many times the cost of your private stock pile for storage containers.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

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Re: True Element Gathering

by **arma** » Tue Feb 07, 2012 8:46 am

It's mostly a setting thing than about game mechanics.
There's the "immunity" of orichalcum and volatility of true elements, and there's the large mining operations that somehow have to make sense.
The books, however, focus on player character use of these things.
So, for example, there's probably large chests lined with orichalcum that can hold the thousands of kernels of True Air gathered by Theran mining vedettes, but it's unhandy for a character to lug that around.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: True Element Gathering

by **The_Gun_Nut** » Tue Feb 07, 2012 11:26 am

In my game, the PC's have run across some Theran storage boxes that hold 40 kernels apiece. These are obviously larger and harder to carry around, but the players gleefully stole as many as they could carry, anyway (turns out that number was 11). A kila is expected to use its firepower more, so the larger chests made sense for restocking their fire cannons.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: True Element Gathering

by **thezombiekat** » Tue Feb 07, 2012 7:59 pm

> *arma wrote:*It's mostly a setting thing than about game mechanics.
> There's the "immunity" of orichalcum and volatility of true elements, and there's the large mining operations that somehow have to make sense.
> The books, however, focus on player character use of these things.
> So, for example, there's probably large chests lined with orichalcum that can hold the thousands of kernels of True Air gathered by Theran mining vedettes, but it's unhandy for a character to lug that around.

There are occasions PCs would use the bulk elemental storage boxes, mostly when they get it into their head they are going to build a sky ship.

My solution to the reactivity of true elements and the need for affordable storage was twofold.

First I decided that a wooden box properly woven with true earth and another true element will safely hold that true element. (it is effectively stored in a box of stabilised itself).

Second having assumed that elemental coins where of value for the true elements they contain it occurred to me that they where an easily transported stable form of the true element. Perfect for transport and storage. Let mining operations mint there own and devise a set of elemental scales to verify purity (by measuring the repulsive force between the coin and a kernel of each of the elements), anybody who needs more than a few kernels buys coins and breaks them down as needed.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

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weaponsmiths - craft armor

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weaponsmiths - craft armor

by **galafrone** » Tue Feb 07, 2012 5:27 am

Hi all.
we were discussing last night about the fact that WS gets forge weapons at 1st circle and forge armor at 8th circle that will obviously resulting in a completely different distribution between forged weapons and armors.
the armors will be really rarer to be obtained compared with weapons, considering that only 8> ws can craft them and they have to do other stuff other than crafting armors.. (like crafting weapons and magical items).

the monday group is the only one i dont master, and our gm rightly came out with the decision that basically you cant think to have an armor forged if you dont roleplay the whole affair. Isnt something you get at the market, because the scarcity is so high that they are "pre-sold" or even done only on orders.

i thought to circumvene this problem giving to the WS the choice to take forge armor or forge weapon as first circle talent, and the other one at 8 (as it's now).
this will probably open the market to a higher degree, with the result that you can find forged armors and forged weapons at any level, not only paying an eye of your head or waiting for the WS of your group to reach 8...

any other suggestion about that ? (also, there are info about the forges in Throal ? how many are conceivable for a city so high ? kratas has 3 if i dont remember bad, so throal probably 8-10 ?)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: weaponsmiths - craft armor

by **ragbasti** » Tue Feb 07, 2012 5:42 am

Well, making Forge Armor a C1 talent would probably solve your problem, however you have to keep in mind that every Weaponsmith aspires to forge his Heartblade someday, so there should be an equivalent to that. Otherwise you would just take out a major aspect of that discipline.
Other than that I don't really see a problem with it (You should handle this as a specialist form for the Weaponsmith).

As for the Forges: SinceThroal is the Kingdom of the Dwarves with Upandal as their Patron Passion, you can expect alot more than that. Also Throal is way bigger than Kratas, filling pretty much an entire mountain with all its different halls and quarters. Also you shouldn't forget that Bartertown is right at the feet of Throal.
So in the area around Throal, including Bartertown, you could probably have close to a hundred different forges of which I'd say at least 20-30 could be bigger ones with higher circle adepts in them.

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
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Re: weaponsmiths - craft armor

by **galafrone** » Tue Feb 07, 2012 5:56 am

problem is the distribution of weaponsmith.
if i take the PlayerCompanion as a starting point, it says for every forge there are 2 elders and 3 adepts. (elders > WS circle 8-10 up, adepts WS circles 1-9 more or less).
Now, it i take 150.000 ppl as starting base for throal and another 50.000 for bartertown, i have 200.000.
having 100 forges (your assumption) means 1 forge out each 2.000 ppl
if that forge has a "regular" complement of 5 weaponsmiths (something i assume is the base) we have 5 ws out of 2.000 ppl as minimum. probably more near 10 out of 2.000.
This will mean a lot of weaponsmiths adept
is that a good distribution of ws adepts in the "overall throal population" ?
isnt a tad high ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: weaponsmiths - craft armor

by **ragbasti** » Tue Feb 07, 2012 6:12 am

well, that's why i said major forges, as in a forge where he would find the usual structure. The other forges would be small ones, run by individuals or even non-adepts. All i was trying to say was that in Throal and Bartertown the availability of Weapons and Armor, also forged ones, was lot higher than in Kratas.

Also in the book it says Throal has a population of 190000 and growing [P11, Nations I, Throal]. Bartertown's population was stated as "five years ago Bartertown's population hit 50000" [P100, Nations I, Throal]. So assuming that Bartertown has kept growing steadily, whic hit does, it could well be over 60000 now, depending on how you run it.
As for my campaign which has already run a few years I personally use the general number of 300000 for the whole area around Throal

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
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Re: weaponsmiths - craft armor

by **galafrone** » Tue Feb 07, 2012 6:14 am

thanks ragabasti, i will debate this evening with my players (one of those is the gm of the monday night game, so we are trying to use "coherent rules" for all our campaigns)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: weaponsmiths - craft armor

by **arma** » Tue Feb 07, 2012 8:39 am

Thoughts here and there:

Forges: you don't necessarily need two high-circle WS for a forge, many of them may be minor ones that only have Journeymen at the top.

Changing Progression: Well, it's **Weapon**smith, and weapons always feature more prominently in ED. I wouldn't make it a free choice, maybe I'd allow a specialist that jumbles some talents and re-focuses them on armor. However, if you want Forge Armor to simply be available earlier, you don't need to put it into First Circle right away. It's probably enough to move it down to Fifth, and move the other Discipline talents up by one.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: weaponsmiths - craft armor

by **galafrone** » Tue Feb 07, 2012 9:09 am

> *arma wrote:*Changing Progression: Well, it's **Weapon**smith, and weapons always feature more prominently in ED. I wouldn't make it a free choice, maybe I'd allow a specialist that jumbles some talents and re-focuses them on armor. However, if you want Forge Armor to simply be available earlier, you don't need to put it into First Circle right away. It's probably enough to move it down to Fifth, and move the other Discipline talents up by one.

it was another option i juggled with.
i understand that the WS are WEAPON focused, but well, the armor side is anyway too high for my "perception" to be reasonable to have forged armors at all (not threaded, that will be ok) but only forged.

so basically i can reasonably come out with 3 options

1) leave the WS the choice to be as it's now (fw > 1, fa >8)
2) give to the WS the choice to move down FA and replace with one of the talents from 5 to 7 (swapping it with the FA)
3) create a new "template", called "ArmorSmith", that will have the FA instead of the FW at first circle (and maybe come out with the heartarmor)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
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Re: weaponsmiths - craft armor

by **Telarus_KSC** » Tue Feb 07, 2012 10:48 am

Don't the "top end" armors that are magically enhanced but not "forged" fill this gap?

Crystal Plate? Blood Pebble?

I can see dropping Forge Armor to 6th, tho (WS get the ability to forge living armor via half magic @ 5th and I wouldn't want to obscure that).

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: weaponsmiths - craft armor

by **galafrone** » Tue Feb 07, 2012 1:03 pm

just out of curiosity, wich % do you apply for the adepts presence on the general population ?
how many "normals" there are on the world for each adept ?
1-20 ?
1-50 ?
1-100 ?
1-500 ?
any idea ?

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: weaponsmiths - craft armor

by **Banjo666** » Tue Feb 07, 2012 4:55 pm

> *galafrone wrote:*just out of curiosity, wich % do you apply for the adepts presence on the general population ?
> how many "normals" there are on the world for each adept ?
> 1-20 ?
> 1-50 ?
> 1-100 ?
> 1-500 ?
> any idea ?

I think I remember reading many moons ago that the number of potential adepts was 1 in 20 but only a minority (small minority ?) took up the paths.

Banjo666

Posts: 44
Joined: Wed Nov 23, 2011 4:22 pm

- Private message

weaponsmiths - craft armor

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Re: weaponsmiths - craft armor

by **kosmit** » Tue Feb 07, 2012 5:09 pm

> *arma wrote:*Thoughts here and there:
>
> Forges: you don't necessarily need two high-circle WS for a forge, many of them may be minor ones that only have Journeymen at the top.
>
> Changing Progression: Well, it's **Weapon**smith, and weapons always feature more prominently in ED. I wouldn't make it a free choice, maybe I'd allow a specialist that jumbles some talents and re-focuses them on armor. However, if you want Forge Armor to simply be available earlier, you don't need to put it into First Circle right away. It's probably enough to move it down to Fifth, and move the other Discipline talents up by one.

Well it's Weaponsmith but don't forget that we have Swordmasters that really are Weaponmasters, and we have Archers who may focus on Throwing Weapons instead of a bow and so on.

In my opinion it should be up to player to choose freely between being a Weaponsmith or Armorsmith (and to switch Forge talents 1<>8) if ofc GM allows it.
Duvvelsheyss

kosmit

Posts: 19
Joined: Thu Jan 19, 2012 2:49 pm
Location: Poland

- Private message
- Website

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Re: weaponsmiths - craft armor

by **Meat Puzzle** » Tue Feb 07, 2012 6:47 pm

I thought it ended up being something like 1 in a 100 or maybe even 1 in a 1000 actually became adepts. Remember the less rare the heroes are the harder it is to be unique, epic and just all around KEWL.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

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Re: weaponsmiths - craft armor

by **ragbasti** » Wed Feb 08, 2012 5:03 am

i always used 1 in 1000 to become an adept following a discipline - that leaves enough adepts imo to interact with them during campaign but still leaves the characters in a special position

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
- Private message

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Re: weaponsmiths - craft armor

by **arma** » Wed Feb 08, 2012 6:12 am

I've been using a bit above 5% magic users, but that included questors and "half-magic adepts". Probably 2-3% adepts. Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: weaponsmiths - craft armor

by **Telarus_KSC** » Wed Feb 08, 2012 7:20 am

Ilkith Fandor, human Weaponsmith & Troubadour, is quoted in the Players guide (by Master Merrox) as saying that 1 in 20 healthy Namegivers have "what it takes" to step onto the Adept's Way, but that far fewer stay on the path.

"Teaching can take time, but initiation is swift." -Ilkith Fandor

The numbers curve pretty steeply, too (going by the LP requirements for Circle advancement). So Initiates/Novices/Journeyman are much, much more common than Wardens/Masters.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: weaponsmiths - craft armor

by **galafrone** » Wed Feb 08, 2012 8:48 am

all these informations are gold.
thanks a lot from the italian ED community

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm
- Private message

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Re: weaponsmiths - craft armor

by **ragbasti** » Wed Feb 08, 2012 9:17 am

wow, my earthdawn campaign just gained thousands of adepts, going from 1 per mille to 3 percent

ragbasti

Posts: 54
Joined: Wed Nov 23, 2011 4:35 am
- Private message

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Re: weaponsmiths - craft armor

by **The_Gun_Nut** » Wed Feb 08, 2012 12:15 pm

The "1 in 20" comes from the book The Adept's Way, which is also reprinted, in part, in the PG and the PC. The speaker estimates that only "1 in 20" have both the talent *and* the opportunity to become true adepts and not just half-magic adepts. While this is just speculation on the fictional speakers part, the speaker in question is human Troubador/Weaponsmith. Both of those Disciplines specialize in aquiring and sharing knowledge (one general, one practical).

For my money, while it is only an opinion, it is a good one to start from. Also, not every culture has the "1 in 20" limit built in. The crystal raiders have a LARGE percentage of adepts in their ranks: every drakkar holds about 30 crew, and each member of the crew is an adept (usually Sky Raider), and each major trollmoot has about 10 drakkars it can field. That accounts for a *scary* number of adepts.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

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Re: weaponsmiths - craft armor

by **galafrone** » Wed Feb 08, 2012 1:24 pm

we can even think (following thegun) that the magic opportunities will arise where they are most necessary or where the magic was more used before scourge or where simply put, there is more need of adept.

anyway, starting from the 1on20 i will "tailor" my numbers toward arma's ones, with some right modifications when it's necessary (for example, another place where the adepts will more concentrated is surely kratas...)

galafrone

Posts: 232
Joined: Fri Dec 02, 2011 8:28 pm

- Private message

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Re: weaponsmiths - craft armor

by **Meat Puzzle** » Wed Feb 08, 2012 8:41 pm

Wow. I gotta say 1 in 20 seems almost common to me. I'm rather surprised by that but I guess if that is what the book says it's works. I'll have to think if I want that many adepts running around.

Meat Puzzle

Posts: 21
Joined: Thu Jan 19, 2012 6:17 pm

- Private message

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weaponsmiths - craft armor

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Re: weaponsmiths - craft armor

by **arma** » Wed Feb 08, 2012 9:12 pm

The book has it as "potential adepts". It includes people who could be adepts, but never found "their" Discipline, etc..
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: weaponsmiths - craft armor

by **The_Gun_Nut** » Wed Feb 08, 2012 9:55 pm

You have to consider that an economy has sprung up around adepts and magic what-nots. That couldn't exist without it being at least somewhat commong. Well, at least not *un*common.
There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm
- Private message

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Re: weaponsmiths - craft armor

by **Telarus_KSC** » Thu Feb 09, 2012 12:04 am

Yeah, I imagine large city streets almost like the opening scene of Romeo and Juliet , with bands of "Capulet" and "Montague" style armsmen roving around... which are comprised of 1-3 adepts + 4-12 "hangers on" .... because hey, a 2nd Circle Adept is a good person to have watching your back, especially if there are 5+ adepts in the 100 person tavern brawl.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
- Private message

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Re: weaponsmiths - craft armor

by **thezombiekat** » Thu Feb 09, 2012 4:11 am

I never got the impression that adepts where other than common. Heroes are not.

maybe 1 in 20 people is an adept but most are not heroes. Between military adepts, private guard adepts (including guarding locations and caravans) merchants who are adepts. Air sailors, trubedoors, weaponsmiths who use there powers as a stable occupation rather than adventuring, spell casters focused on enchantment and research actual adventurers are going to be more like 1 in 10000 of general population, and of those the vast majority are low circle.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: weaponsmiths - craft armor

by **Slimcreeper** » Mon Feb 13, 2012 10:14 pm

That's funny, I always expected adepts to be quite rare. But after reading this, I've got to come down on the side of adepts being more common. At least Novices.

Slimcreeper

Posts: 54
Joined: Thu Jan 19, 2012 10:18 pm
- Private message

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Re: weaponsmiths - craft armor

by **The_Gun_Nut** » Tue Feb 14, 2012 12:10 pm

The local culture does help influence the percentage of adept vs. mundane/half-magic. In Throal, adepts are probably in the 1 in 20 range, just like in most other major cities. In the back woods, it's probably smaller than that. In specific locations or cultures (Blood Wood, windling enclaves, obsidimen liferocks, crystal raiders trollmoots) the portion of the population that are adepts is likely much, much higher.

Also, many of the important personalities at the reins of power tend to be higher Circle adepts due to the necessities of the post. The general in charge of the behemoth *Triumph* is a 10th Circle Warrior adept, the *shivalahala* of Vistrimon is

a 10th Circle Elementalist, the clan chiefs of the crystal raiders all hover around 8th Circle Sky Raiders, etc. There is no overkill.

Only "open fire" and "I need to reload."

The_Gun_Nut

Posts: 68
Joined: Tue Dec 06, 2011 12:34 pm

- Private message

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Whats a Charater?

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Whats a Charater?

by **meerkat** » Sun Mar 04, 2012 3:38 am

Another poster in another thread made a comment that reminded me about an old bee thats been buzzing round in my bonnet.

Whats a Character? eg. the Deaths Head spell targets "one character" per rnd. Also the Frighten Talent involves staring into a Characters eyes. I recall an old thread which generously said being a Talent you might allow the Frighten Talent to affect cows with a negative but the spell wouldn't work on animals or creatures.

Going futher Suffocation and Phantom Fireball also says Charaters so does that mean many illusions don't affect animals? (PS thanks to The Gun Nut for bringing this up but figured it deserved a seperate thread)

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Whats a Charater?

by **arma** » Sun Mar 04, 2012 5:15 am

Character basically is anything and everything.
Though you can (and are expected to) make a call for specific situations because we can't plan for every contingency (changing yourself into a raging bull with an illusion spell might frighten people and kittens, but not Horrors, and might get you the wrong kind of attention from a cow...).

Character also distinguishes from target, especially for spells: you pick targets, but characters are automatically affected (friend and foe).
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Whats a Charater?

by **thezombiekat** » Sun Mar 04, 2012 10:32 pm

> *arma wrote:*Character also distinguishes from target, especially for spells: you pick targets, but characters are automatically affected (friend and foe).

> *meerkat wrote:* the Deaths Head spell targets "one character" per rnd.

I always thought you could choose witch one person was affected by deaths head. And that the frighten talent would not have your friends running away in terror.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Whats a Charater?

by **arma** » Mon Mar 05, 2012 12:44 am

Yes.
Both say you target.
(In "target character" the "target" takes priority. "Character" would just distinguish from something such as "target item" or "target creature".)
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Whats a Charater?

by **meerkat** » Mon Mar 05, 2012 2:14 am

OK so this response isn't just about the dfinition of a character but if I started a seperate thread on fear I would loose all the important targeting references above.

So leaving illusions to the side and working through an example like the Deaths Head spell. It says

"transforms the magician’s head into a gore-spattered skull, terrifying those whom he sets his gaze on.... If successful, he may target one character within line of sight each round, making an Effect Test against the target’s Spell Defense as a Simple Action. If successful, the target flees from the magician at his fastest possible Movement Rate until out of line of sight. An affected target may make a Willpower Test against the Effect Step. If successful, he throws off the effect of the fear, otherwise he continues to flee. .."

So it isn't an illusion it actually transforms the casters head into a gore splattered skull and you have no choice in that.

Arma's response was that..

"Character basically is anything and everything. Though you can (and are expected to) make a call for specific situations "

A) So would it be reasonable to say a gore splateered skull would affect any humanoids with say things like gorilla's getting a bonus as their skulls are a slightly different shape, while mountain lions wouldn't be affected at all? Or is it a feeling of magical fear so doesn't really matter what race the target is?

B) Then extending to the Frighten Talent which say "adept scares another by staring silently into the character’s eyes and making a Frighten Test against the target’s Spell Defense" this would then work on the afore mentioned mountain lion as it uses a mechanism that isn't species specific? and finally ..

C) how does fear actually work? OK Nethermancers turn, he uses Deaths Head (or Frighten) and looks at an eligble target, beats their spell defence so they are affected. Do they run away (2X move) immediately or in their next turn, or do they just move away at normal rate in their turn while shooting missle weapons at the Nethermancers allies?

Also the WP test. Does the caster cast, the target doesn't move till its turn at which point it immediately gets a WP test so even though it failed its spell defence its WP test may stop it being affected and it can act normally? I assume the WP is a free action or is it that while he is out of sight of the caster he can free shoot at his allies but he must actually spend a standard action to make the WP test to actively try to break the fear if they choose to?

Many Thanks

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Whats a Charater?

by **arma** » Mon Mar 05, 2012 12:09 pm

A&B: they both actually say "character", there's no real difference there.
Character, in a way, leans towards Namegivers. It could be left out otherwise, in the descriptions. That'd be quite specific, though, and rob you of the possibility to say that a gorilla has a human-like understanding of fear (on top, it's a magical effect, you don't necessarily need to understand that a skeletal head is frightening, just like you don't need to

know that fire is hot to be scorched by a fireball...).
Here's where I come back to the call the GM has got to make. The target of these abilities is usually in the GM's control. And the GM decides whether or not it has an understanding of fear (not only in that instance, but on a campaign-wide level). Even if you say all animals do, there's plants that work as creatures, so do they know fear?

C: as fast as possible means using Running, perhaps even Sprint. All when it's the target's normal turn, though.

D: The WIL Test is made on the target's turn, first order of business. If it beats the DN, it won't run.
Here's a copy and paste from a general guideline on how such resistance tests work, because there's several types:

a) An (one) initial Test that completely resists the effect. This is an automatic test, and it's free. This is similar to how poison works. Other tests for the options below may still follow.
b) Chances for a test each round against a hindering effect that still allows you to act freely ("you are Harried until you succeed at a WIL Test"). This takes a Standard Action unless otherwise noted, you are put to the choice to either go on with a hindrance, or sacrifice a round to overcome the effect, continuing without impediment afterwards.
c) Chances for a test each round against an effect that makes it impossible to act (Terror) or forces your actions (you got to flee). These are automatic and free in actuality, because you really can't do anything else. So you roll these every round anyway.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Whats a Charater?

by **Semanar** » Wed Mar 07, 2012 9:42 am

> C: as fast as possible means using Running

But Running is a combat option. If you had not declared it beforehand, you should not be able to use it just like that. Is this an exception?

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: Whats a Charater?

by **crzydevil** » Wed Mar 07, 2012 11:06 am

I would think that it is an exception. Walking slowly away from the target probably wasn't declared beforehand, either.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Re: Whats a Charater?

by **Semanar** » Wed Mar 07, 2012 11:38 am

> *crzydevil wrote:*Walking slowly away from the target probably wasn't declared beforehand, either.

Walking slowly away is NOT a combat option, so it does not have to be declared .
Other opinions, perhaps?

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm

- Private message

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Re: Whats a Charater?

by **crzydevil** » Wed Mar 07, 2012 5:16 pm

I understand that it's not a combat option. My post should have read like this:

Walking slowly away from the target probably wasn't declared beforehand, either.*

*This comment may have contained sarcasm.

But seriously, who's going to announce that they're using the Running combat option in case they get hit with a fear effect? The effect circumvents anything that they had planned and changes it. That's the whole point of the effect.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm

- Private message

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Whats a Charater?

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Re: Whats a Charater?

by **Semanar** » Thu Mar 08, 2012 5:33 am

Your sarcasm WAS detected and appreciated, rest assured .
Declarations aside, problem is, when you Run, you are Harried. Does it apply here too?

S.

Semanar

Posts: 11
Joined: Tue Mar 06, 2012 2:27 pm
- Private message

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Re: Whats a Charater?

by **crzydevil** » Thu Mar 08, 2012 8:24 am

I would say that they are Harried, starting on their turn after the successful Effect Test, until they roll a successful Wil test or are out of line of sight. Although, I've never had anyone target the guy that was screaming and running for the hills.

crzydevil

Posts: 28
Joined: Wed Jan 25, 2012 6:27 pm
- Private message

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Re: Whats a Charater?

by **arma** » Thu Mar 08, 2012 12:49 pm

The target would have to declare Running on the next turn. So this usually doesn't come up the first turn. Especially if the target already acted.
Note the Harried only starts the moment you Run (at Initiative), so doesn't apply if you declare Running, but make a

WIL Test and aren't affected any more.

In the interest of keeping it simple, you can skip all the formalities of declaring etc., because usually, no one's going to run after the target and attack at the same time etc..
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Willforce

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Willforce

by **Taarnish** » Thu May 03, 2012 12:30 pm

Willforce can be used to increase all Magical effects tests and resist magical effects.

When the term "magical effects" is used, does this mean any ability that attacks spell defence or is it any effect regardless of the defence it is targeting.

Also, can Willforce be used to resist the effect of Questor powers. Questor abilities are never refered to as magical and don't always attack spell defence which is why I ask.

Also, can Willforce be used to improove the effect of Questor abilities.

Thanks.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Willforce

by **arma** » Thu May 03, 2012 1:45 pm

In short:
You substitute your Willforce Step for your Willpower Step when resisting magical effects (you roll Willforce instead of Wilpower).
That means you can only do so when there's actually a Willpower Test.
Willpower Tests to resist are usually called out by the rules of an ability.

For example the Sleep spell (p. 179) calls for a Willpower Test to wake up.
You may use Willforce for this test.
But you cannot use it to prevent the spell in the first place. That's what Steel Thought is for.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Willforce

by **Taarnish** » Fri May 04, 2012 1:50 am

I guess what I'm asking is, are Questor powers classed as magical within Earthdawn or are they divine powers. They are never reffered to as magic and many have no effect test and so are beyond simple to resist by a character with Willforce. Cause pain for example seems easy to shrug off.

Unless I am reading it incorrectly.
Knowledge is understanding that a tomato is a fruit. Wisdom is not putting them in a fruit salad.

Taarnish

Posts: 13
Joined: Sun Apr 29, 2012 7:45 am
- Private message

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Re: Willforce

by **thezombiekat** » Fri May 04, 2012 6:48 am

I believe they are magical. Just magic granted by a passion rather than your own ability.

You would be able to use will force to resist any quester ability that could be resisted with willpower. Cant think of one of the top of my head.

That said I believe you could actually use will force to resist a non magical skill that was normally resisted with willpower. Possible some of the social skills would use that mechanic, but I cant think of any off the top of my head.

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am
- Private message

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Re: Willforce

by **arma** » Fri May 04, 2012 11:21 am

I'd also classify them as magical.
(Sparing half a page of metaphysical explanation here, but in short: Adept magic, talents and spells and all, is also rooted in belief/philosophy. There's similarities between believing in the Way of Garlen or the Warrior's battlefield Path. They come from the same source.)
Best kaer anywhere.

arma

Posts: 321

Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Willforce

by **ukhata** » Wed May 09, 2012 5:40 am

this still leaves the question, can you use willforce on the strenght test of a crystal limb that uses willpower in stead of strentgh?

ukhata

Posts: 19
Joined: Fri Dec 09, 2011 2:38 am
- Private message

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Wizards Cloak?Invisibility,silence&deoderant rolled into one

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Wizards Cloak?Invisibility,silence&deoderant rolled into one

by **meerkat** » Tue May 01, 2012 5:42 pm

Hi I had dismissed the Wizards Cloak spell as being useless (only protects you from detection spells and abilities for a few minutes). However I then reread it and now am not so sure. How do people play its effects? Does it just protect you from magical detection or does it also mask your physical presence making you invisible, silent, odour free etc?

(BTW I'll preface my useless comment with a campaign note that casters in our campaign must pay LP & SP to buy a spell and spend days searching for someone willing to teach them so you only get spells you really really want them and not just for versatility, I'm not paying 500LP for a spell that I might use one day to make magical detection harder, though if its invisibility, silence and odour eaters in one etc its incredible powerful)

"This spell creates a magical cloak that masks the target's **presence**. The magician pantomimes placing a cloak over his shoulders and drawing the hood over his head, then touches the target and makes a Spellcasting Test against the target's Spell Defense. If successful, a faintly shimmering cloak of mystical energy momentarily appears, then vanishes into the target's body. The magician's Effect Test determines the target's **SpellDefense against any spells or abilities** intended to detect his presence or gain information about him."

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **Flagg** » Tue May 01, 2012 5:57 pm

viewtopic.php?f=18&t=472
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **meerkat** » Wed May 02, 2012 6:23 am

Hey thanks for that, as I originally thought protects against detecting but not seeing, hearing, smelling etc.

I will have to revise the useless bit though if you can cast it on objects to make them not detectable still has some use but within our campaign not worth the LP & SP to me (I'd take karma connection as the free 4th circle spell every time over this)

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia
- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **arma** » Thu May 03, 2012 12:16 pm

IF you play with LP to buy spells, there'll eventually be a point where they' cost won't be noteworthy any more and it'll be wise to have the spell handy just in case. A lot of the lower-circle spells stay useful all throughout the game.
At about 4th Circle, maybe not yet. But you'll be getting into magic items sooner or later, and being able to sneak them past magical defenses or astral guardians...
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **meerkat** » Fri May 04, 2012 2:13 am

True but remember on the old forum I conducted a little survey? 75% of people on the forums had never got a character to Circle 5 I think I recall so figure it may be quite sometime before 500LP, 400SP and a week to find someone to teach me the spell is going to be a throw away investment. Our group is still in the situation of having to leave town because we ran out of money and cant afford a bed to sleep in...

I figure bringing back dead party memebers (well at least the ones smart enough to not spend their last 5 karma) is going to be more useful in the immediately forseeable future

meerkat

Posts: 24
Joined: Sat Mar 03, 2012 4:45 pm
Location: Brisbane Australia

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **arma** » Fri May 04, 2012 11:23 am

Remember you can always steal money, grimoires, etc... ;D
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **thezombiekat** » Sat May 05, 2012 9:05 pm

That only covers the cash cost.

if you steel or loot a grimoire with a spell you can grim grimoire war cast it but until you learn it yourself you couldn’t matrix cast (or raw cast if you would ever want to)

thezombiekat

Posts: 88
Joined: Mon Nov 21, 2011 5:07 am

- Private message

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Re: Wizards Cloak?Invisibility,silence&deoderant rolled into

by **arma** » Sun May 06, 2012 6:07 am

Hmmmm...
...then the theft needs to be a heroic act that also awards the LP to learn it! ;D
Like stealing a grimoire from a dragon's hoard. You may also be able to grab a few other things on the way out.
See, the dilemma quickly turns into a beneficial situation!
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am

- Private message

Wizard's Cloak

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Wizard's Cloak

by **Flagg** » Thu Apr 26, 2012 10:01 am

I have a player who believes that this makes the target invisible. They way I read it, it shields you from attempts to magically sense your presence, such as Astral Sense, or Lifesight, but you're still plainly visible to the eye. Is there any official word on this?

Thanks.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm
- Private message

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Re: Wizard's Cloak

by **arma** » Thu Apr 26, 2012 10:37 am

If you roil detection against Spell Defense, Wizard's Cloak helps.
If not, it doesn't.
Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
- Private message

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Re: Wizard's Cloak

by **Flagg** » Thu Apr 26, 2012 1:29 pm

I love being right

Thanks.
Looking for more Earthdawn stuff? Visit the **Earthdawn Compendium**!

Flagg

Posts: 99
Joined: Thu Dec 15, 2011 8:24 pm

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Re: Wizard's Cloak

by **Welt** » Fri Apr 27, 2012 3:06 am

So for example, with Astral Sight, it would not make your sheer presence harder to detect (flat diff 6+ to see astral imprints), but would make it harder to detect your pattern to analyze for details?

What else detection-wise even rolls vs Spell Defense? Most I can think of offhand rolls vs Perception Table stuff (Dex modified) or a Talent result.
Edit: don't bother answerring, I'm making a list and will post when satisfied with its completeness.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm

- Private message

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Re: Wizard's Cloak

by **Welt** » Fri Apr 27, 2012 4:17 am

So here we go. Alot of marginal things that get protected against (since scrying in general isn't very widespread in ED), but some useful things too.
Certainly alot more than I would have suspected offhand. Huh.

Ze List of Wizard Cloakable things

Spells
all Astral Sensing stuff (Sight, Sense, Detect <type> Magic) as indicated above, but only the deeper analysis bit, not the notice imprint bit
Aura probably. Only makes the aura visible to use Astral Sensing on without strain/sensing, but could be covered
Divine Aura is basically partial astral sensing without the actual AS mechanism. It's information, so covered.
Experience Death. Do spells go on if the target is dead? Either way, when you're dead you probably have bigger problems than scry protection.

Hunter's Sense. Unlikely for beasts to get this cast on them, but could happen.
Seeking Sight maybe. Does a head-up display of targeting data count as information? (We'll revisit the question under talents)
Sense Horror. And similar (custom or other) type detection spells. Well, relevant if the target can cast spells, which some horrors can.
Shadow's Whisper, doubtful, utterances are not presence or information really. (Nethermancers dealing with Death of the Author? Who'da thunk)
Unmask. Would probably slip off the cloak on the casting before it even gets to make effect tests against dispel diffs.

Talents (Guide only, too lazy to dig out Companion)
Astral Sight stuff already covered
Anticipate Blow maybe. Are his planned actions information about him? I'd think so.
Creature Analysis and Horror analogues, obviously
Direction Arrow/Sense
Evidence Analysis! (So get Wizard Cloak if you're murderhoboing on Holmes' turf)
Lifesight
Long Shot, Mystic Aim etc, again, is targeting data information?
Sense Poison when the poisoner has a higher Spell Defense (likely, with Cloak in effect)
Spot/Show Armor Flaw. Weak points certainly are "information" in my book.

Things notably NOT covered one might think would be
Search. For hidden or disguised character, goes against Perception table based difficulties
Tracking. Against Dex-based difficulties
Sense Danger. Social Defense.
Empathic Sense. Social Defense.

Wizard's Cloak is cast on "target", not "target character", this distinction generally indicates something can be cast on objects. If this is the case, some more things get protected against (but often would require a named spell, because either the investigation itself, or waiting until the object is found, take longer than the duration)
Detect Trap. Would be the big one here. Magical traps only iirc, mechanicals dont use spell defense for detection? too lazy to look up.
Evaluate
Item History
Sense Poison, again, this time with unattended poisons too
for spells, also
Inventory, but a fail vs high cloaked object would probably prompt the list incomplete message
Experience Death, again, if casting on a corpse to confound investigation, I guess (corpse is object, right?)

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
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Re: Wizard's Cloak

by **arma** » Fri Apr 27, 2012 11:13 am

Astral Sight and DN 6+ to detect an imprint is a tricky thing...
...it's solved in a technicality where 6+ would be construed as the Spell Defense of the pattern you project.
The intention certainly is to hide you from all all-magical scrying.

Interesting thought on the objects, hadn't noticed that before.

Best kaer anywhere.

arma

Posts: 321
Joined: Mon Nov 21, 2011 10:30 am
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Re: Wizard's Cloak

by **Telarus_KSC** » Fri Apr 27, 2012 2:48 pm

Oooh, sweet. Nice find Welt.

I'd allow Wizard's Cloak to protect against simple astral detection. Useful for the Wizard sneaking into the cursed and Horror haunted Ruins.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am
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Re: Wizard's Cloak

by **Welt** » Fri Apr 27, 2012 3:25 pm

Yeah, 6 plus corruption is technically a Spell Defense, sure, but the Spell Defense of Astral Space, not the SpD of the Cloaked Wizard. Hm.
But yeah, might as well allow cloak to avoid Imprint detection too, given that you stay physically visible (and most hack and slashable threats would probably be at most dual, not astral), that's marginal enough as is.

Welt

Posts: 23
Joined: Tue Apr 03, 2012 11:37 pm
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Re: Wizard's Cloak

by **Telarus_KSC** » Fri Apr 27, 2012 5:26 pm

It's important to note that Living Patterns can been sen glowing in astral space through non-living Patterns. That's why I'd allow it.

Telarus_KSC

Posts: 151
Joined: Wed Nov 23, 2011 2:26 am

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